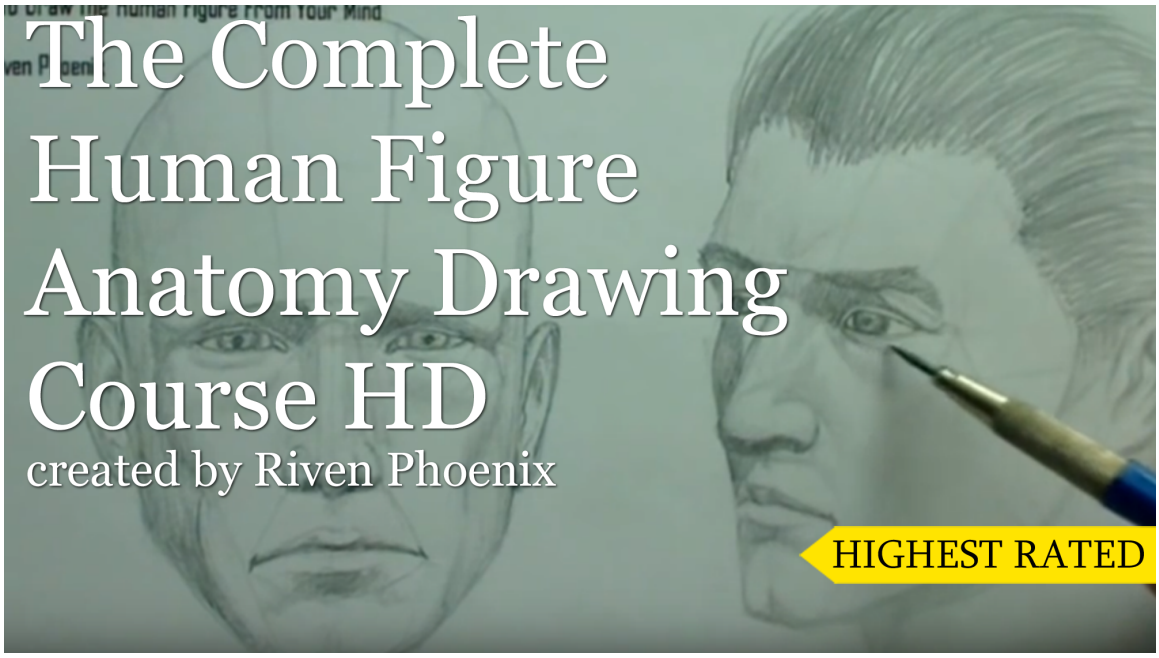

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 108 - Creating The Powerful Mannequin System - Part 5

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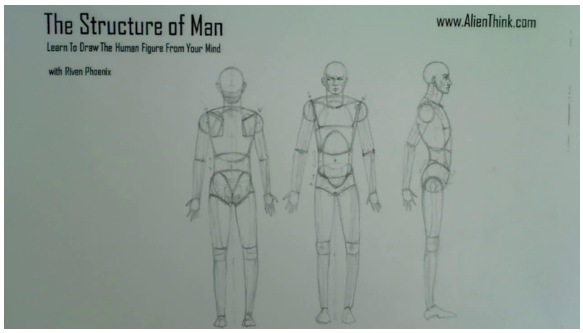
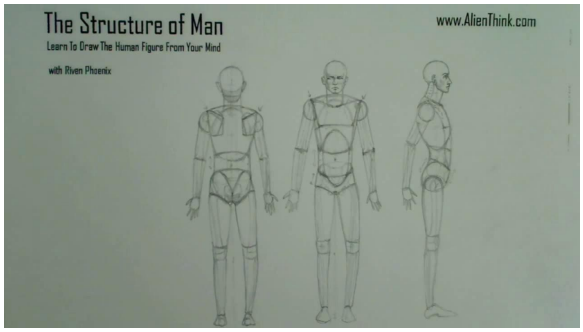
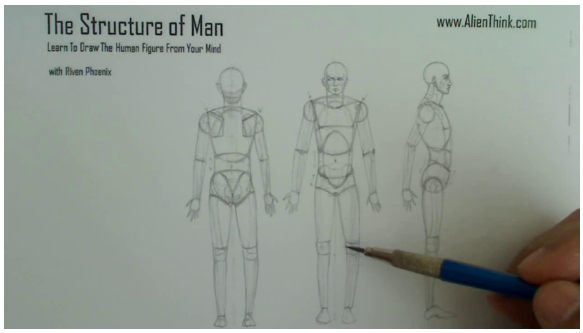
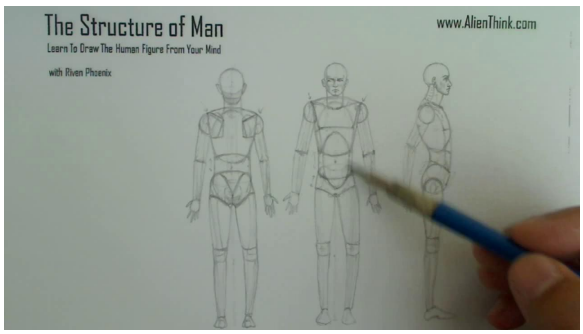
1		Hey guys, my name is Riven Phoenix and welcome to the structure of Man and Learn to draw the human figure from your mind training course.
2		Okay, so in the previous lesson, we went through a really important concept in really taking all the information that we've established and understanding the skeleton system and start to let go of it.
3		By creating this very unique mannequin system that only we understand. We understand some of the major concepts as to what it's allowing us to take from the skeleton system.
4		So what we need to do is really prove this as a concept that will work for us to allow us to really draw any type of figures that we want.

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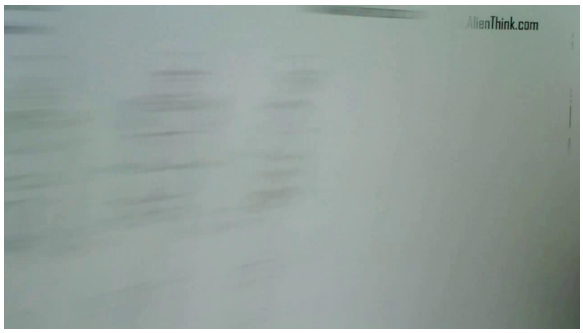
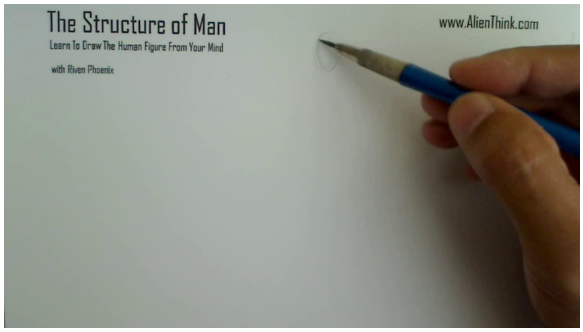
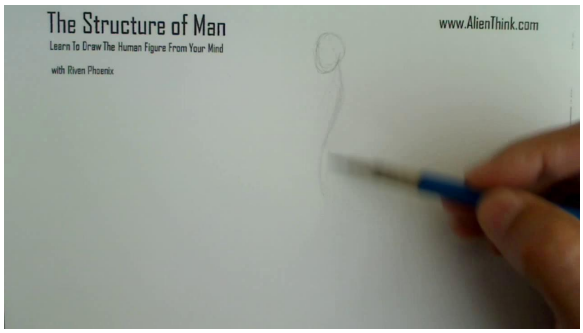
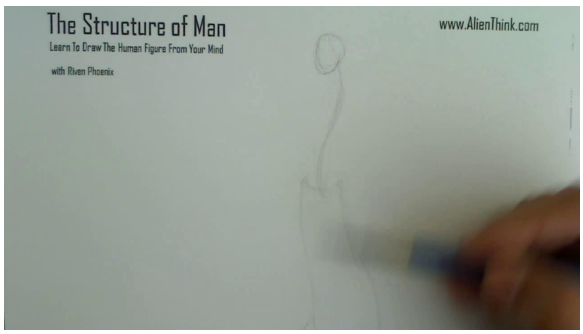
5		So to do this, we're going to draw out, let's say, a figure, right? So here, let's say that we can just start out, let's say we just the basic idea here for the head, right?
6		We don't, first of all, let's say we do like the design for the head that this is what I want, right? So from this, I can now just start to feel, I'm just showing you like a different way of doing this.
7		I can just start to feel that, okay, well, this is what I want. I just want this guy really to be standing in this way, right?
8		Learning to balance the figure out. So once we have this line, we already know, right? We can visually see that it's going to be equal in its parts.

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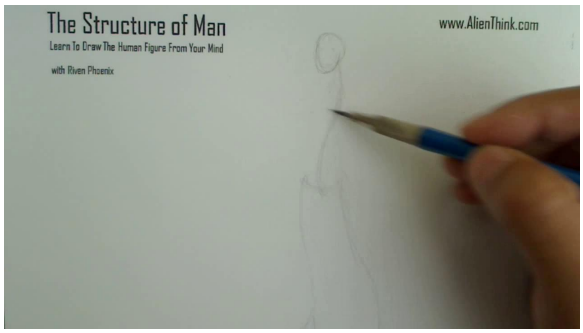
9		We know that the chest cavity is going to be here. We know about this negative space, right? So here we can now just use the basic shapes and just be artistic about it, right?
10		So once we get this, we're just going to first put the, really the chest cavity over here, just just feel it through like this, right?
11		Just feel it through. But yeah, this is going to be the chest cavity over here and what I want really is that this idea here should be that concept, that basic shape that I did, right?
12		Start to just get some of the basic concepts, don't look how fluid I'm being with this, right? This is just an oval shape here, right?

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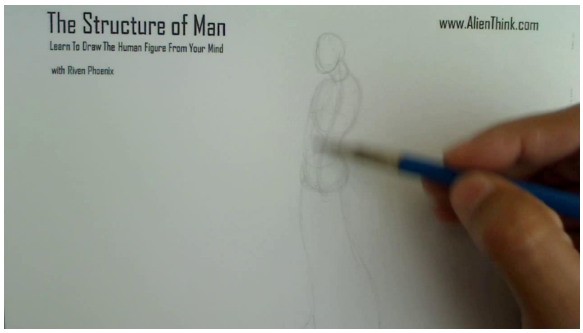
13		I'm using those basic shapes that we talked about, right? So once I get over here, I know that obviously it's going to be like this, right?
14		It's going to be, it's going to be this shape here because that's what we had decided from within it, right?
15		Here we're now really being really fine tuned with this, right? So now here I'm just going to understand about this section here.
16		See this, this section here, I know that this is just going to be like an underwear system. Really what I want to do is just feel my way through this and just draw it like this, right?

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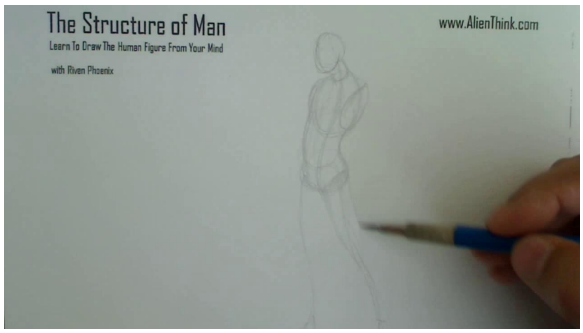
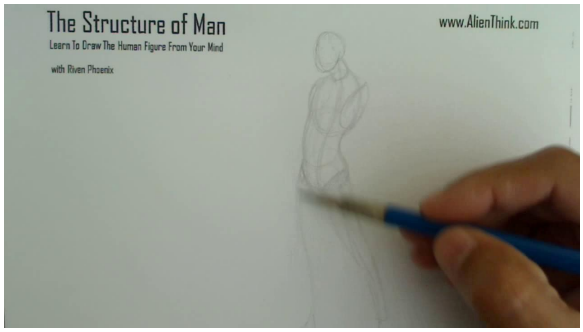
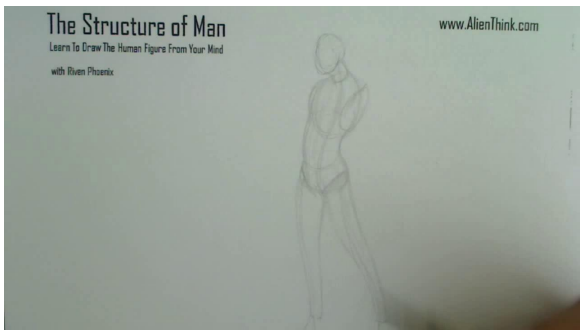
17		Let's just be very artistic about it. You know, over here, I know it's going to be the same thing. This line is definitely going to be here, right?
18		So the first, the first concept with the system is just feel your way through it, right?
19		When we get this line here, we know that obviously it's going to go from here, right? And that's why we did it this way.
20		And then when we get here, we can now just really understand this as that shoe system over here, right?

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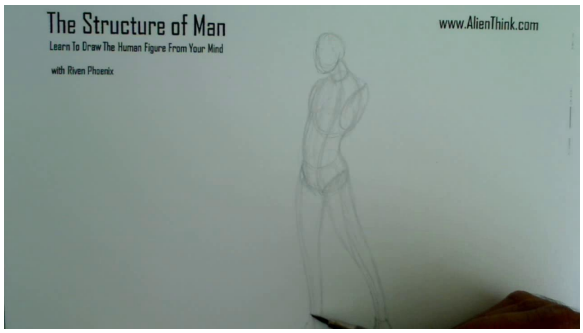
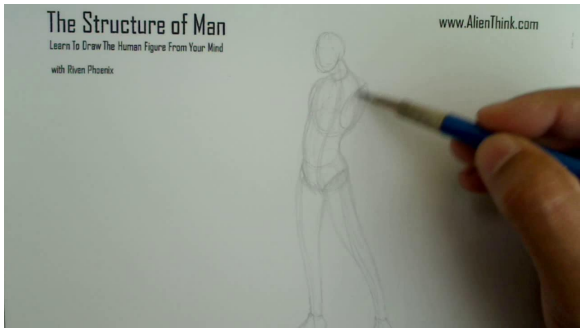
21		It's going to be nothing really that complicated over here. We know that, yeah, really it's just going to work out like this, like a shoe system for those understandings.
22		And we know that we're going to get this cut in here, right? And we're going to get like this ball joint over here, right? On the other side too.
23		Notice how I'm sketching this out to show you that how fluid everything's now becoming, right? It's just taking into basics.
24		It's going to clean the supples, see how the man in the system allowed us to do this.

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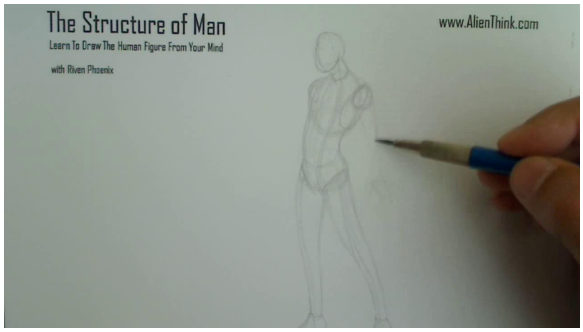
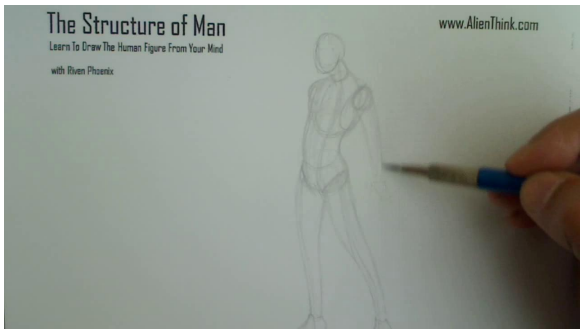
25		So here we're going to, let's say, we want to do the hand over here like this or something, right?
26		So here we can now bend this a little and go down this way, right?
27		Just think about everything much more fluid. And let's say that this hand here is going to be like this.
28		I want it to be something like this or something like it's going to point out.

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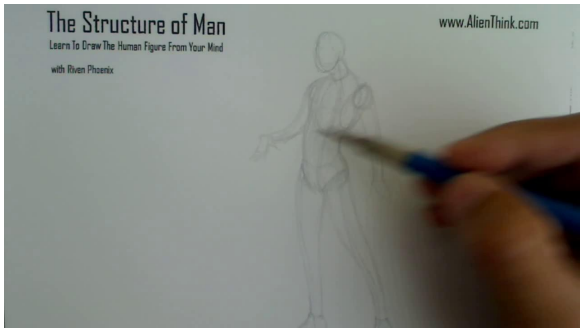
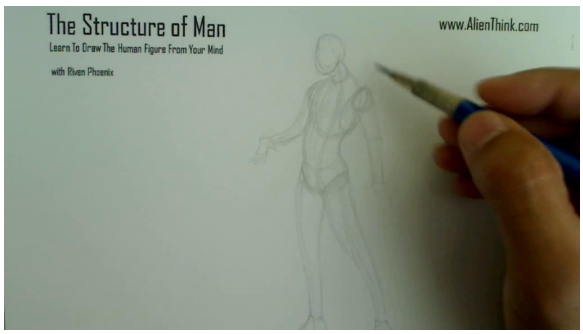
29		But now you can see that once I get this, I can just really hold the line to it and begin to just do these cylindrical shapes here, right?
30		So once I get this as a concept, what happens is now you start to understand this in the system that we created or a mannequin system, right?
31		This is where we can now use the understanding of the scales and structure to start correcting.
32		When we did this line here, see we already knew that the clavicle is obviously going to be coming over here like this, right?

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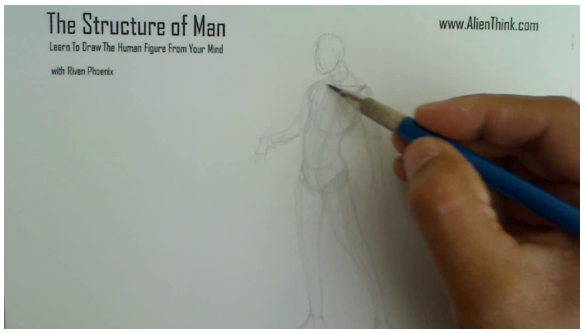
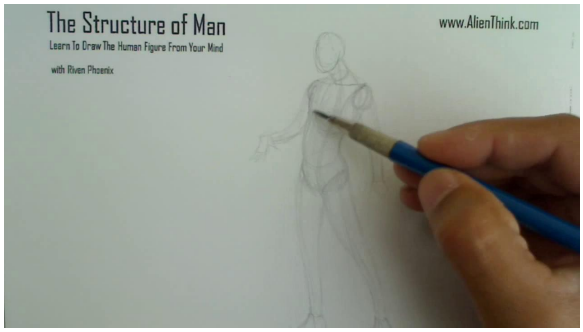
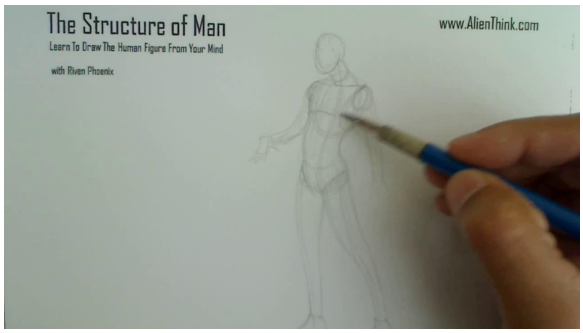
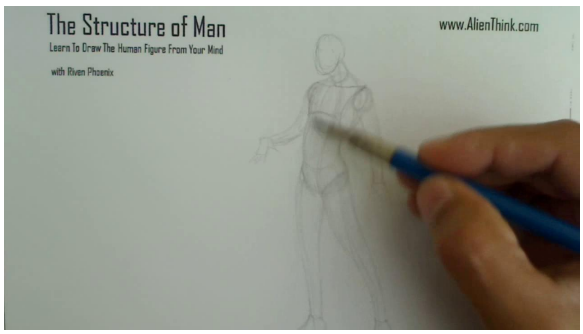
33		And it's going to go on the other side and this ball joint really helped us to see this section over here, right?
34		And this is where we're going to get the middle of that jazz cavity.
35		We know that there's a space over here, right? Just like this.
36		And we know that right, of course. And then this is this jazz cavity going like this.

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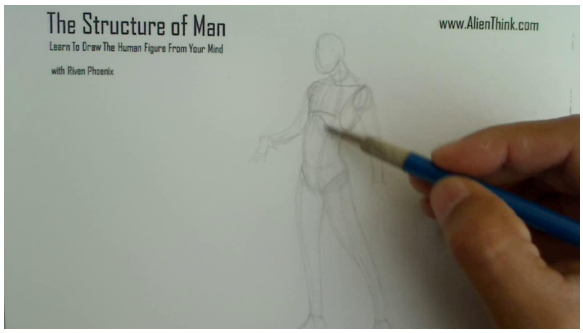
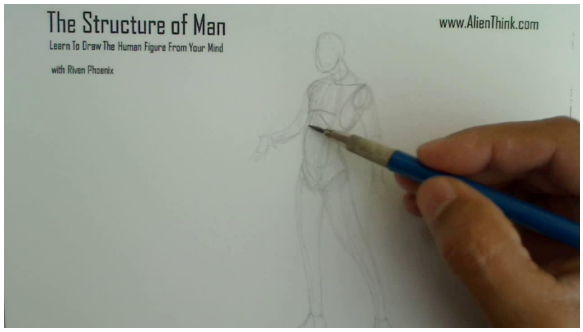
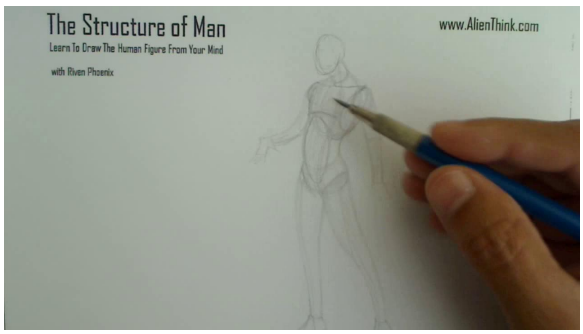
37		So that means I'm going to get really this area here for the the abs, right?
38		But look how organic we can be with this con with these concepts.
39		And then over here, we know that, okay, well, let me think about this.
40		The pelvis, really the pelvis is going to be over here like this, right?

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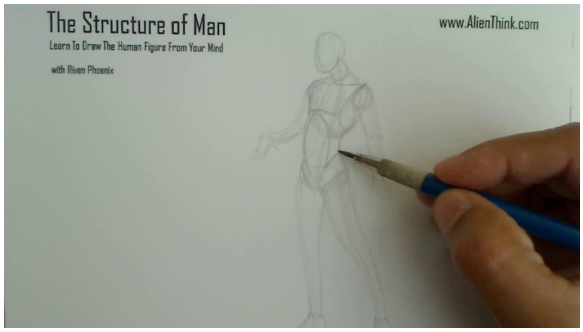
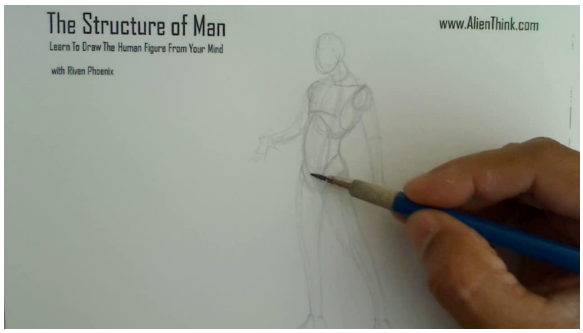
41		We know we let go of it, but we did this basic idea of it.
42		So really the junction is for it's going to be here.
43		I know that it's really going to be on this angle, right?
44		So I'm going to get this idea for this underwear over here, right?

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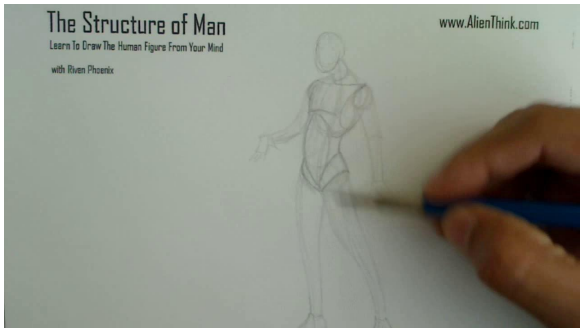
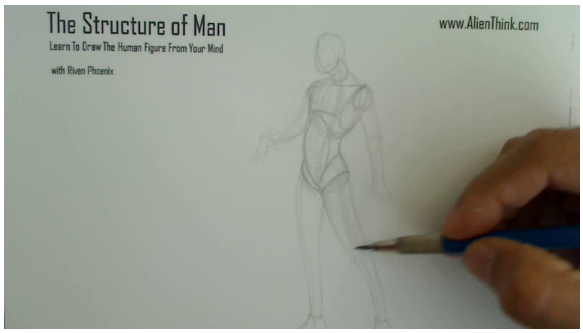
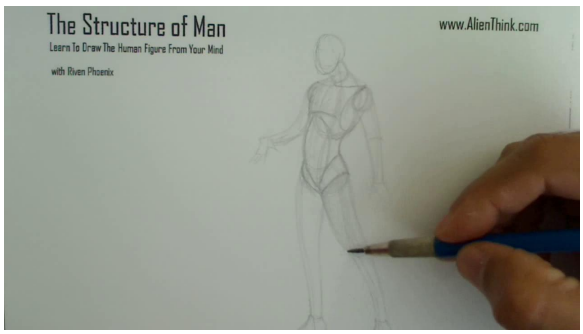
45		So I'm just showing you how to form this idea like this much more, you know, much more fluid sense.
46		Then over here, I can just decide, okay, well, I know really the line is going to be here.
47		So my knee is basically going to be about here, right?
48		You just have to make an approximation of this, right?

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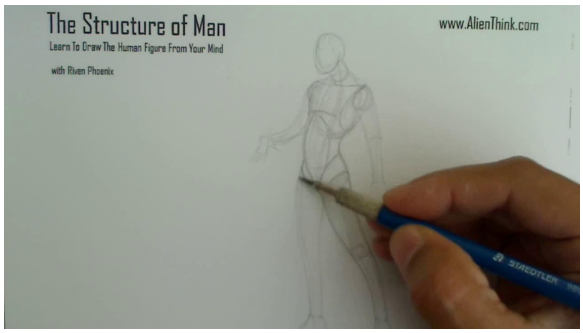
49		No more is it coming down to precision of measuring everything out.
50		You just have to be approximately, right? Just like this, right?
51		And now we can just be very fluid with our designs, right?
52		So just think about this and kind of like perspective, right?

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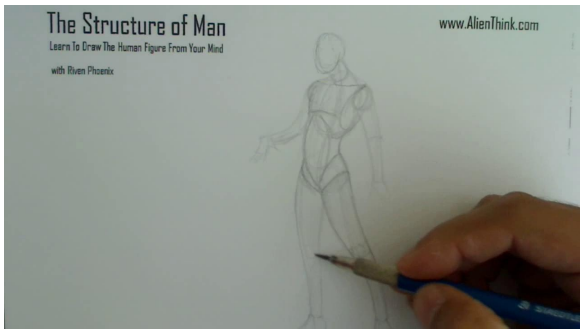
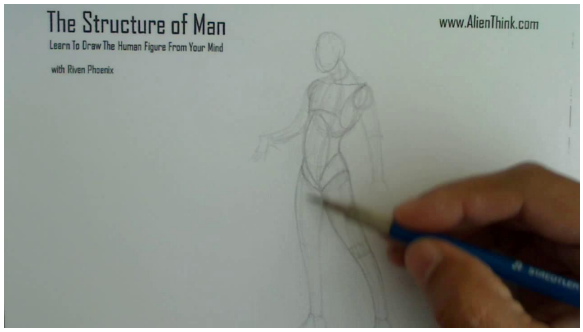
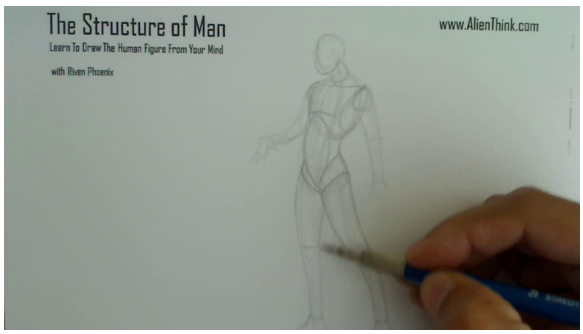
53		Just fiddle with the ideas here.
54		So look, this is, yeah, I know that over here, really the line is going to be,
55		so I know it's going to be like above this, right?
56		So now we can start to draw this out in much more of a 3D sense, right?

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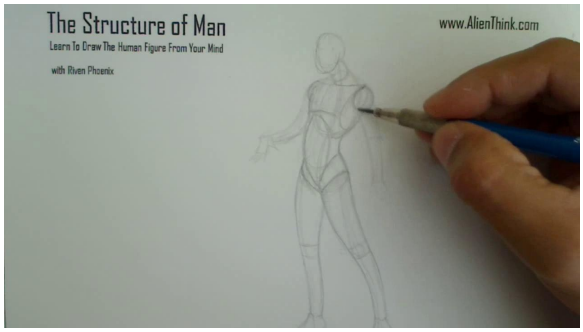
57		And this is basically the same concept here.
58		And now when I draw this out, look, when I draw this here,
59		I'm going to put this over here like this and just simplify, right?
60		You can see how much we simplify our lives in drawing out the figure

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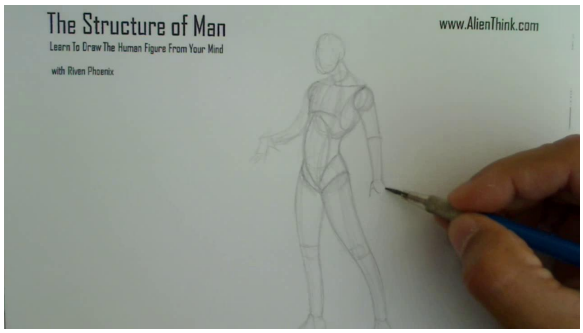
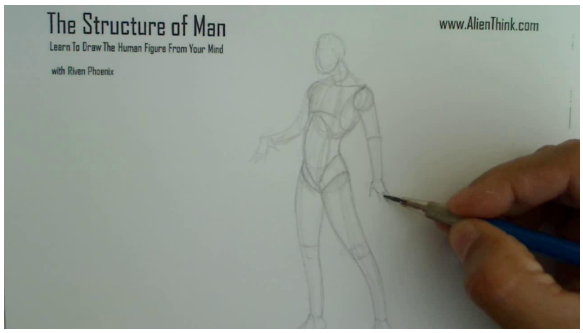
61		because now we're beginning to understand the concept of what it really means
62		to put the idea of the figure in the mind as a one concept, right?
63		And look, I just drew basic shapes so we already conceptually can draw hands, right?
64		Over here is going to be the same thing we can make.

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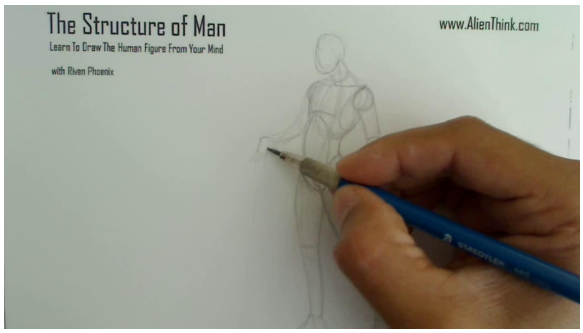
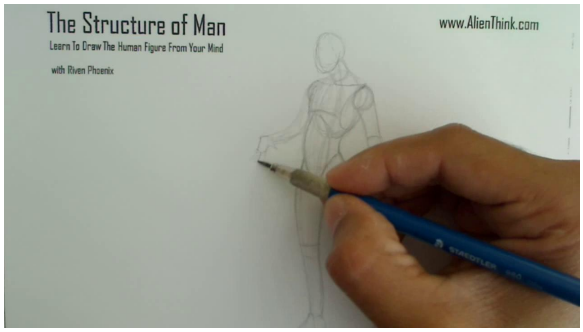
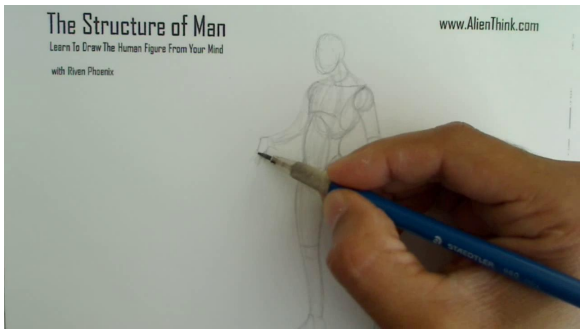
65		We can just understand, right?
66		I'm just going to draw this figure over here like this.
67		I know that this one is higher like this and over here,
68		I already know, right, that thumb is just going to be like this, right?

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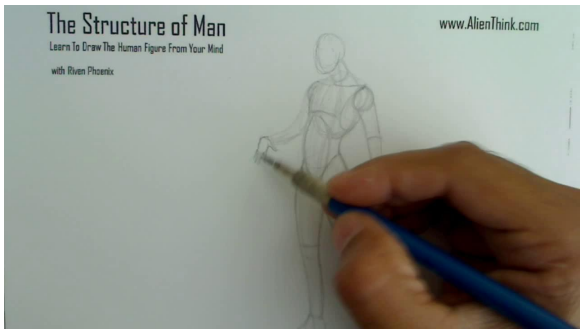
69		You can do the hands bigger if you want, right?
70		We can experiment with that stuff, right?
71		And then over here, we can now do this kind of like in 3D going down in this way.
72		Right, so here we've got a much more easier and basic system

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73		because we can now conceptually see what's going on, right?
74		But look at the negative space here.
75		There's the, right, we know that the clavicle has to have a space here.
76		The neck definitely is going to be here.

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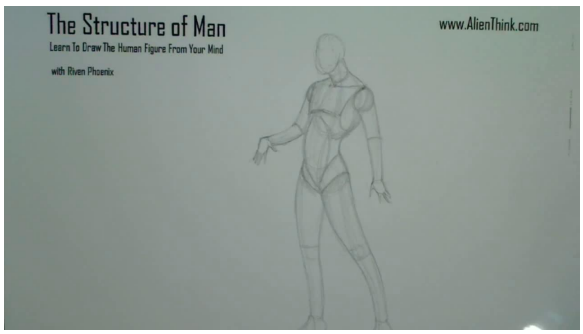
77		But look at this negative space between the neck, right?
78		Just like this and it's just going to be like this over here.
79		And then even with this concept, you can start to do your character designs, right?
80		So to finish this up, what we can do is, okay, now we can see that, okay,

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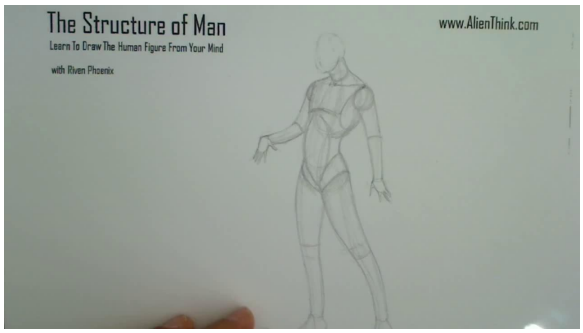
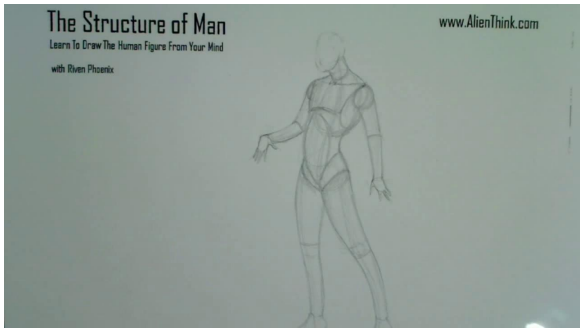
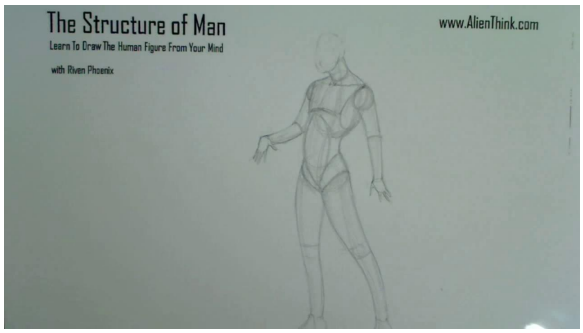
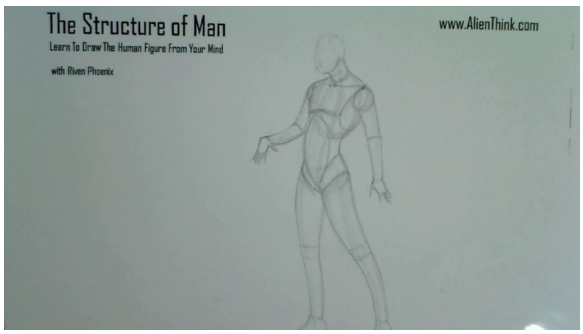
81		we're happy with how everything looks.
82		Is everything really balanced out correctly or not, right?
83		And you're going to have to make the suggestions if it's not.
84		So let's just say that here I'm happy with the design.

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85		Of the human hand, right?
86		And then I can correct it later if I don't like it.
87		So here, now when we draw the human hand, we can now use our knowledge base
88		from what we've understood about it, right?

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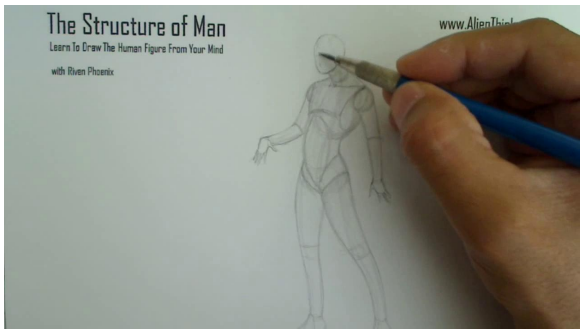
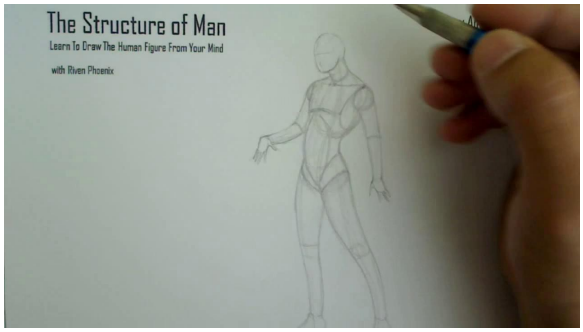
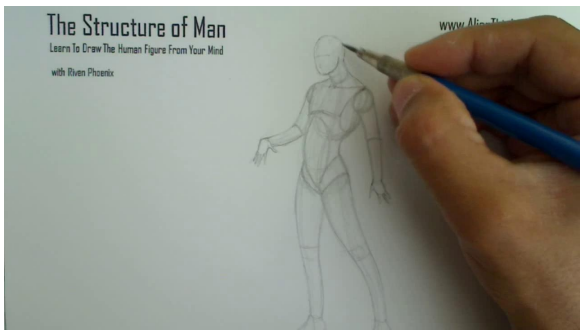
89		So far, we know that okay.
90		Well, let me think about, this is where we have to now slow down
91		and you really start using a frontal part of our brain.
92		We're going to say that okay.

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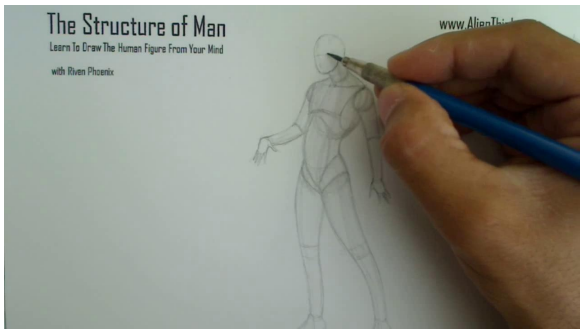
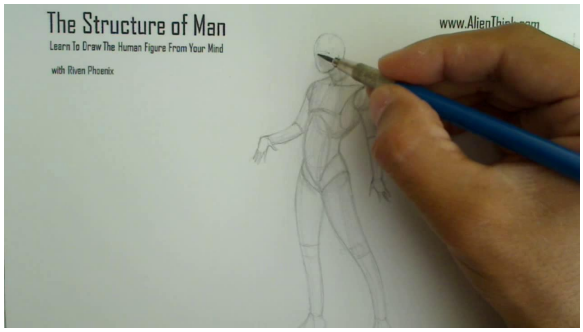
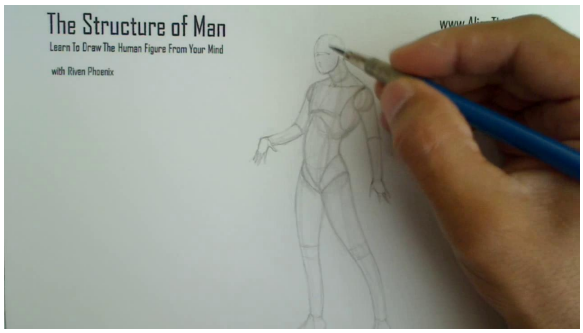
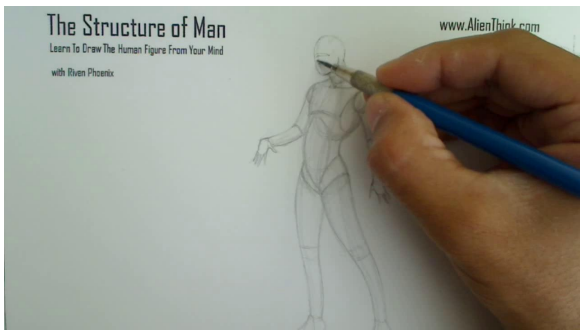
93		Well, we already know how this idea of the template is going to work, right?
94		You can choose to put this down if you want to, right?
95		Just understanding, okay, how am I going to do this?
96		And here, I'm just going to do a little bit of these areas like this.

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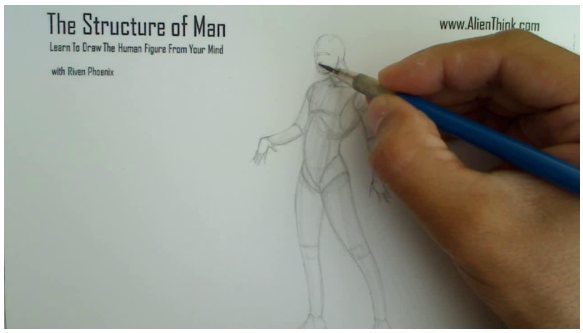
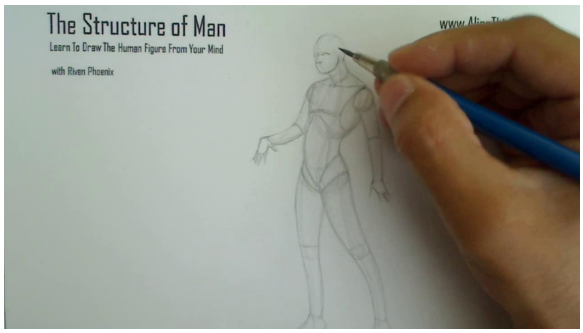
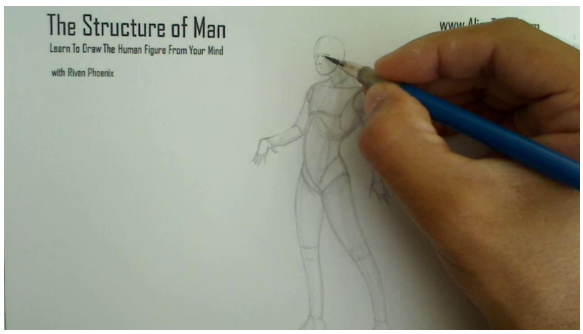
97		Just build like the nose here first.
98		I already know that right, the eye is just going to be like this over here, right?
99		I'm going to get very, very fine lines over here.
100		I know this is like small detail stuff here now, right?

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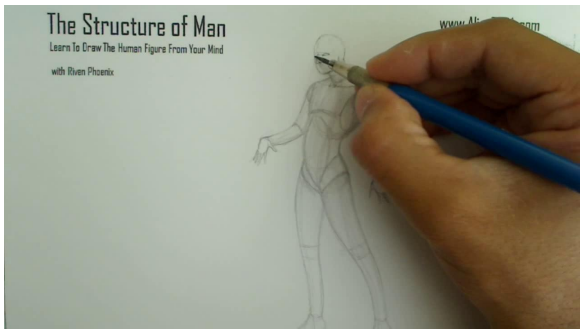
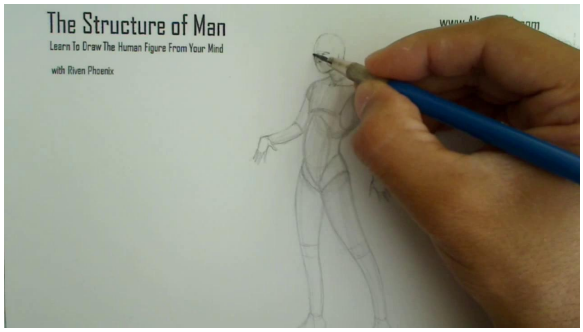
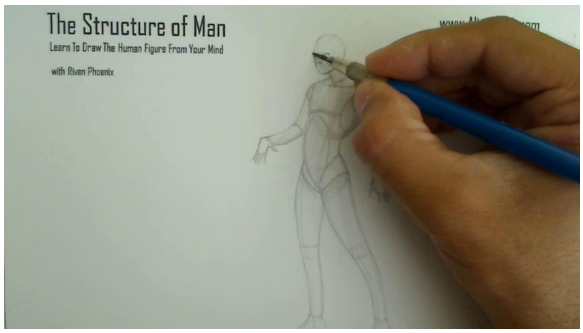
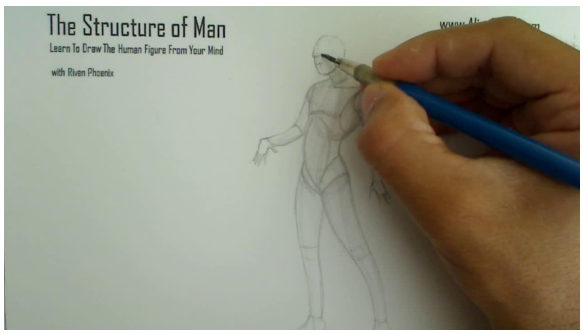
101		But it shows you how you can now begin to draw out, right?
102		And here we know that in this formula, we're going to get this nudge here,
103		for this brow area over here, right?
104		And then we know that right.

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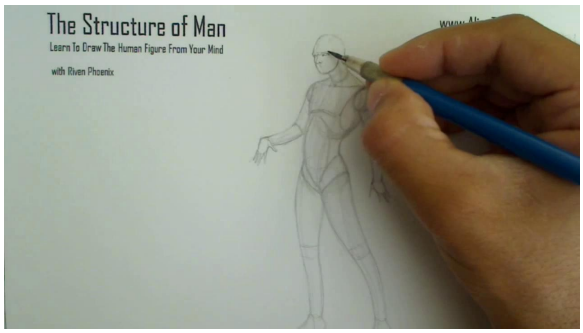
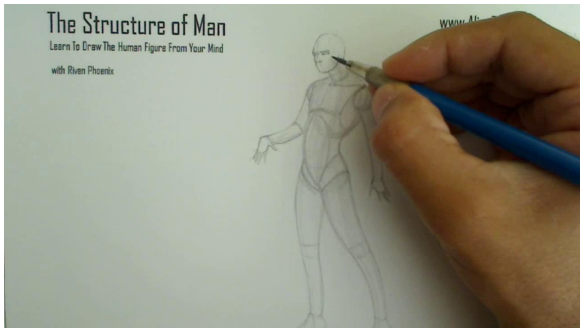
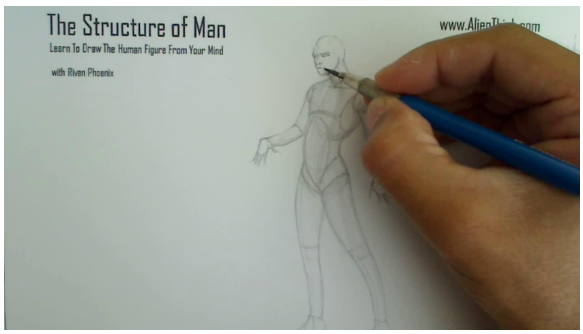
105		We're going to get like these eyebrows like this over here, right?
106		And then over here, we can now just think about this, right?
107		We're going to get the area for the lips over here,
108		about where the center of the eye is.

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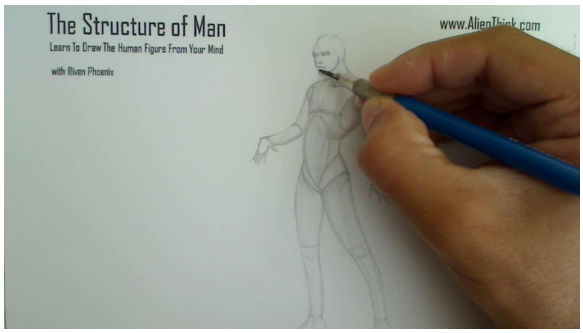
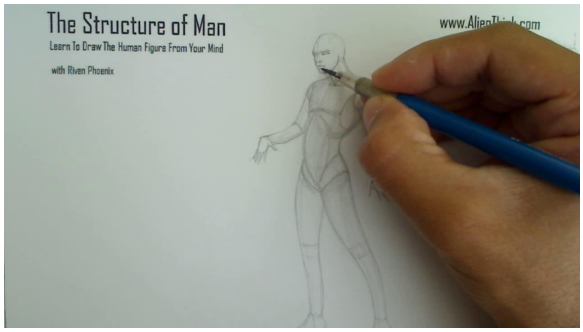
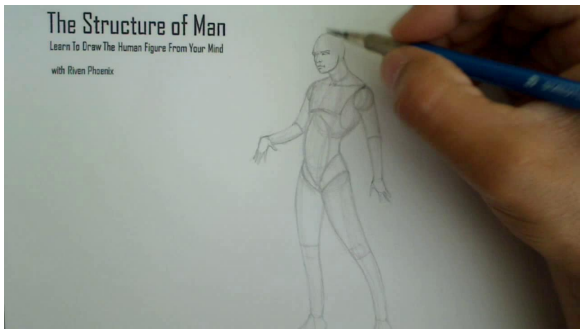
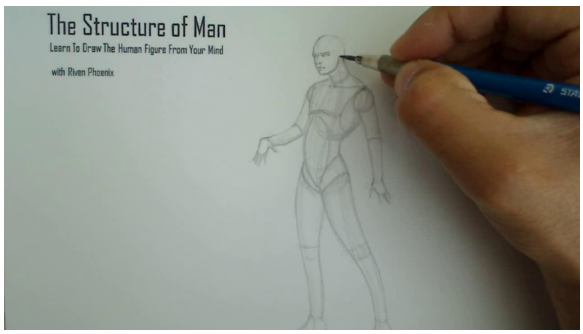
109		And then underneath, I'm going to get that bottom lip
110		and I'm going to get those shadows.
111		Right, so once I have this, I can now scroll to really think about what I want to do.
112		Right, so now I'm going to draw out the ear over here like this.

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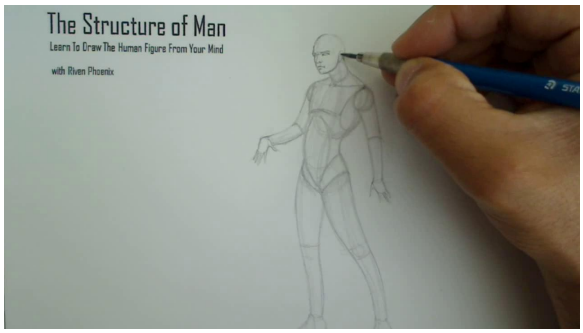
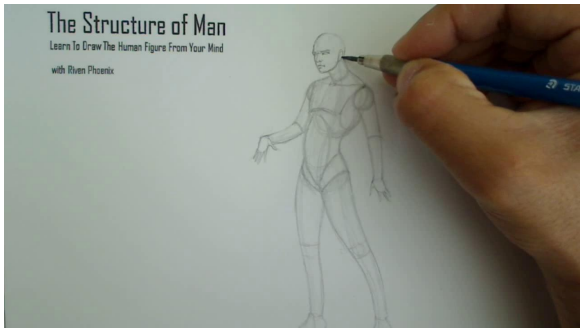
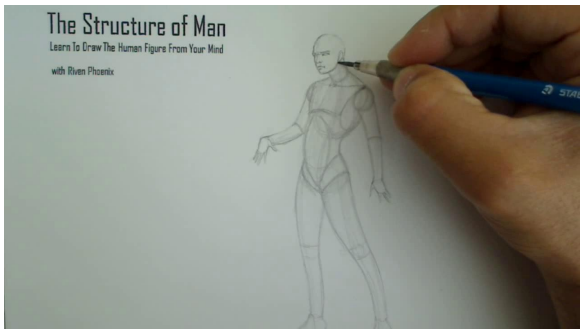
113		Right, so just draw out the ear.
114		We've learned it to do it.
115		Right, you can chalk knit up a little bit, whatever.
116		It doesn't really matter.

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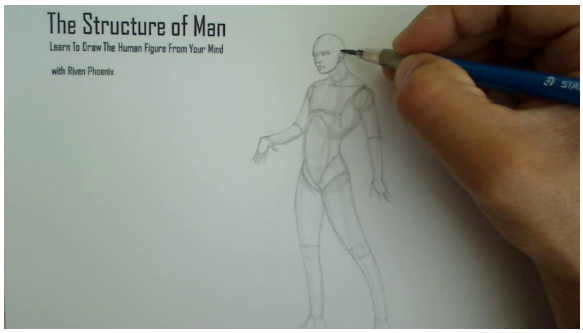
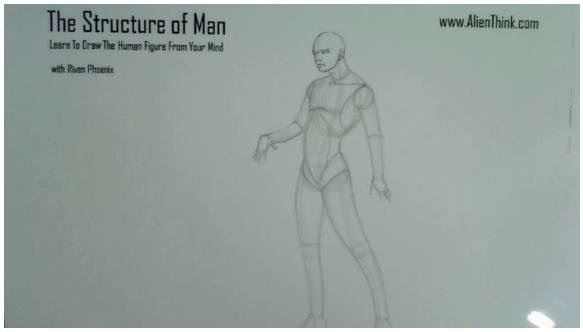
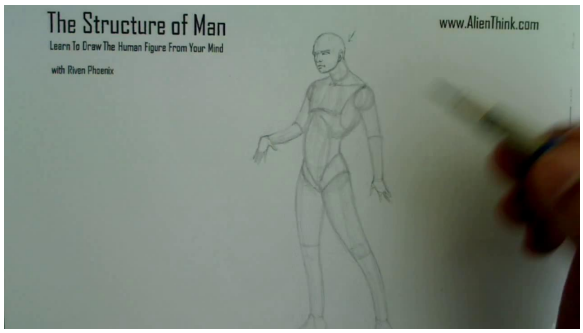
117		Right, as long as it meets here, conceptually, these ideas.
118		But you can see that again, this is a forced idea into the minus
119		to how to draw the human head.
120		Just the body is going to now become very easy to understand using this system.

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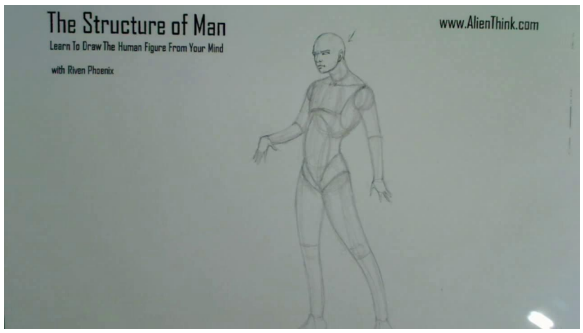
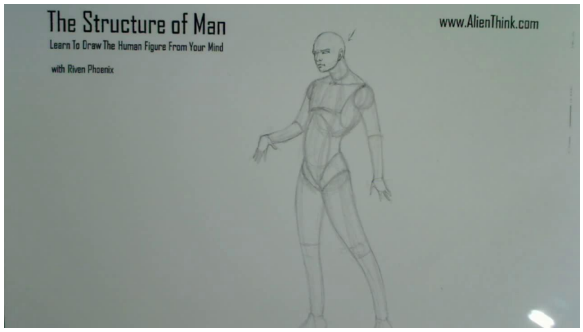
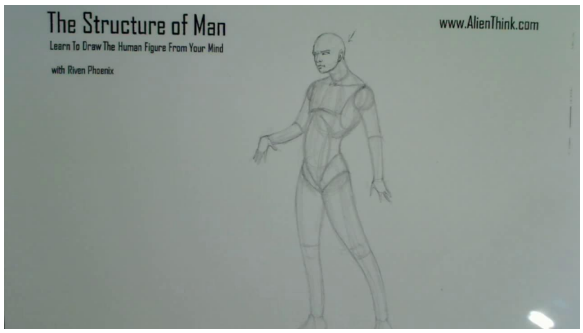
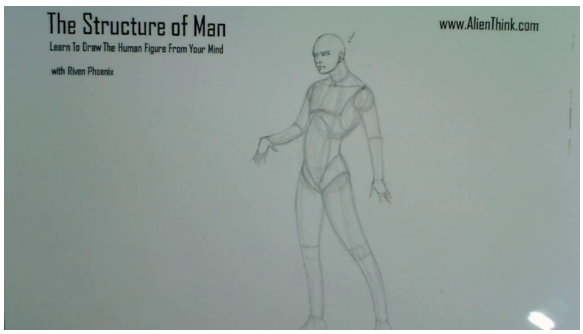
121		Right, so let's analyze it.
122		What in the world happened, right?
123		Because I think this is going to be an important thing.
124		So we just have to come here enough.

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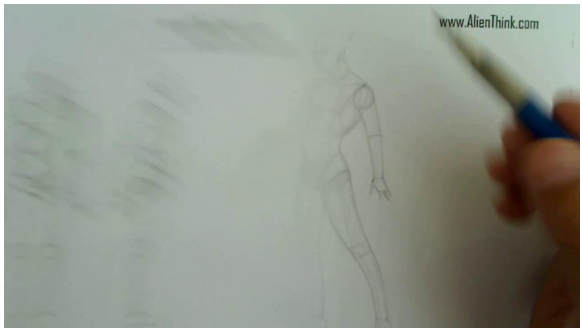
125		We just have to look where this is.
126		Right, we said that right.
127		This is an automatic system.
128		We know that the clavicle is definitely going to meet over here.

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129		Right, and the other idea here is that over here we know that we don't have to worry about that curve.
130		It's just going to come from this.
131		We know that definitely the line is you obviously know that the peg muscles are going to go here.
132		Right, but we at least get this line here like this on a curve.

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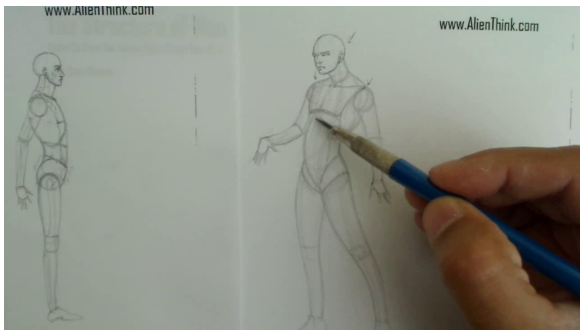
133		Right, because the chest cavity is on a curve here.
134		So we get this line automatically for ourselves.
135		Right, and we know this is going to be just bulky.
136		We also look what happened here automatically when we drew this out.

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137		Right, we knew that the belly button is here.
138		Right, we also got this line automatically from the chest cavity.
139		This is going to be the key important feature when we're drawing it out because this always shows up depending on the type of belly button you're doing.
140		And let's understand this area here.

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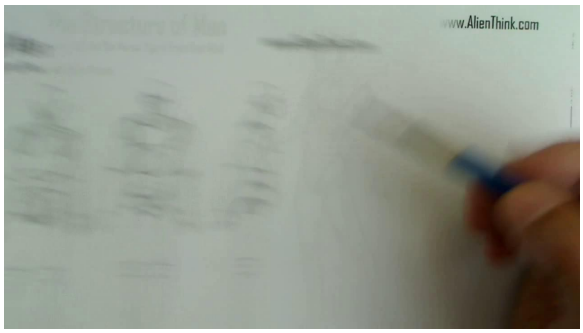
141		Right, we really just did this.
142		We knew that it was just going to be all automatic for us because we only have to worry about this area here.
143		Right, it's just going to come like this.
144		And then you're going to get your areas.

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145		Right, obviously this is a template system.
146		Right, just like how I raised this, I can raise this stuff and start to make it much more realistic.
147		So we know that right, it's just going to be a curve over here because we're taking care of this over here.
148		Right, this idea over here really is going here.

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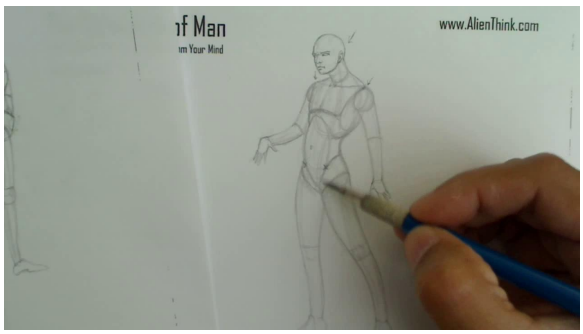
149		But you got to know that right, I'm going to remember this is the pelvis.
150		But here's, look, the key point is here.
151		Right, the key point is going to be here where the love handles are going to be.
152		Right, and you're going to get this area here so you know that right, I just need to remember that this really is on an angle.

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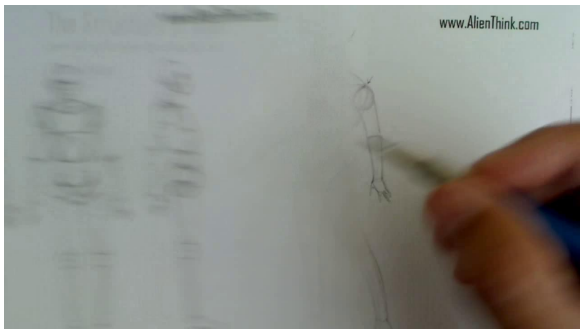
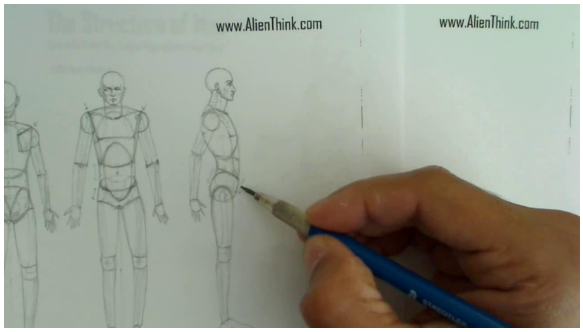
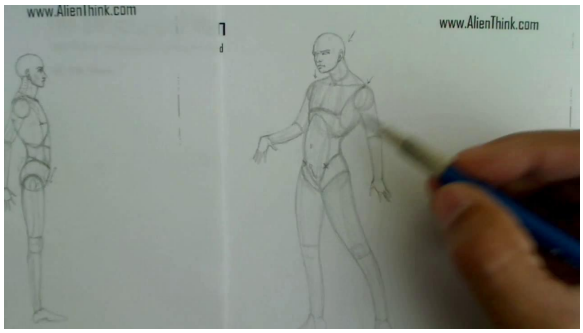
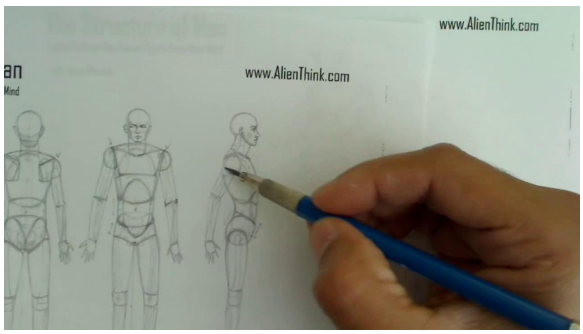
153		Right, we talked about this.
154		It's an on an angle here.
155		Right, the back already took care of itself.
156		Look what happened over here.

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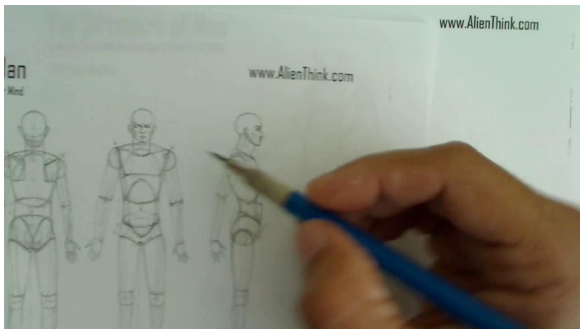
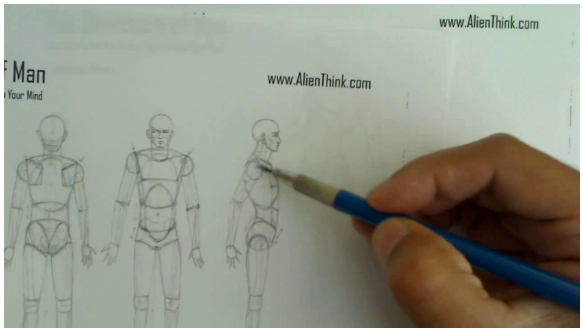
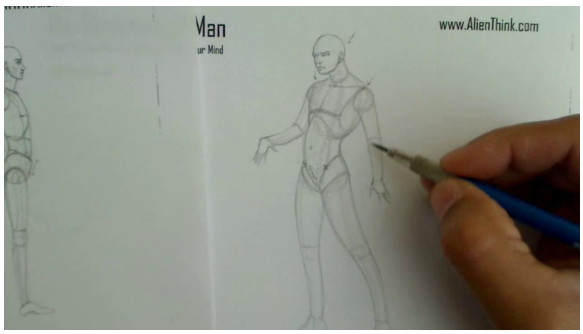
157		This line here compared to this line over here.
158		Right, it's just automatic.
159		We know that we don't have to think about joining anything.
160		Right, and we know that over here that the radius is really, we have to decide, okay, how much is the hand really turning.

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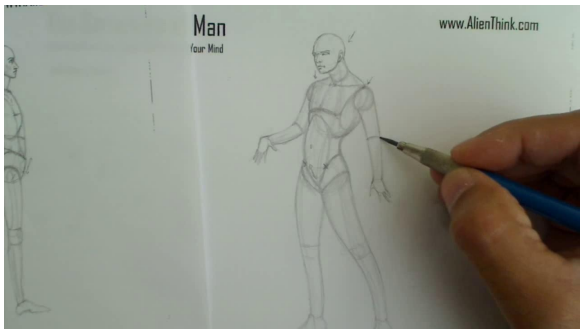
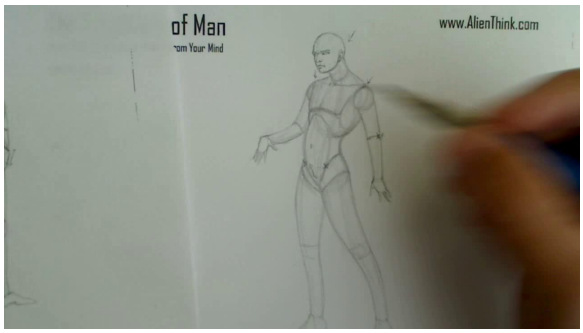
161		Right, if my bicep is here, I'm going to say that, okay, well, this is the point for the radius over here.
162		And then the outline is on the other side.
163		Same thing here.
164		Right, the radius is on that other side here.

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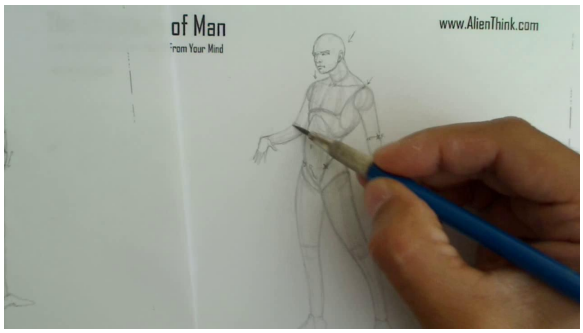
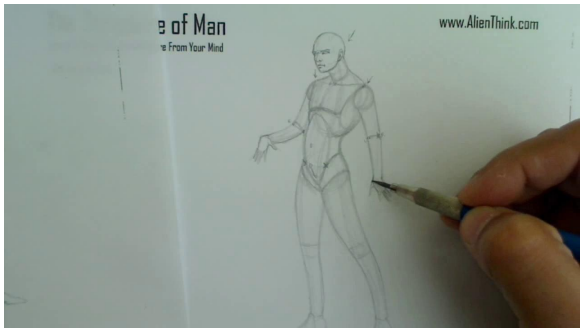
165		So we can just draw it through saying that, look, the radius here and the outline here is going to be here.
166		Okay, so the other key area is this area here right here.
167		We talked about this is a space here that's going to matter to us.
168		Okay, and then over here like this.

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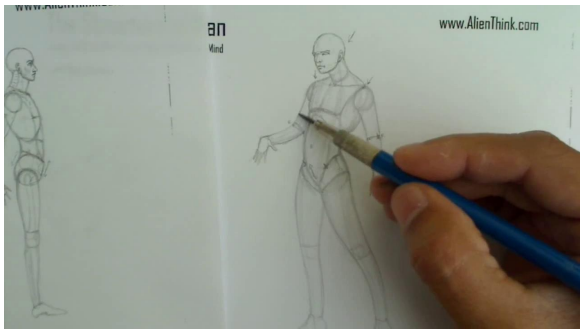
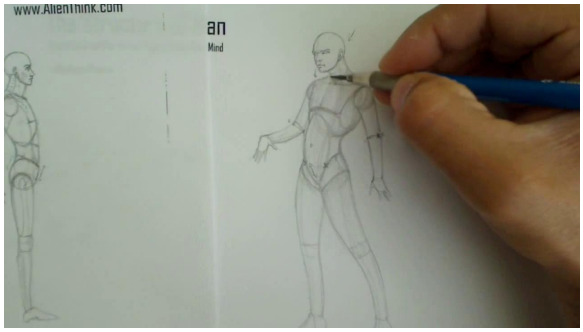
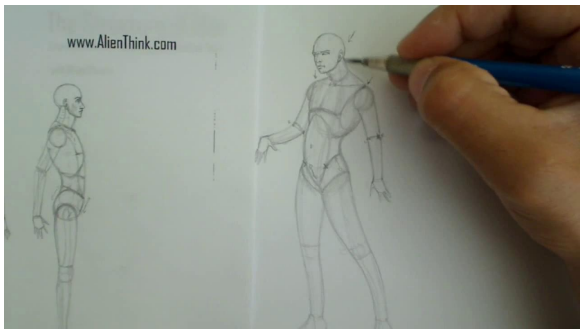
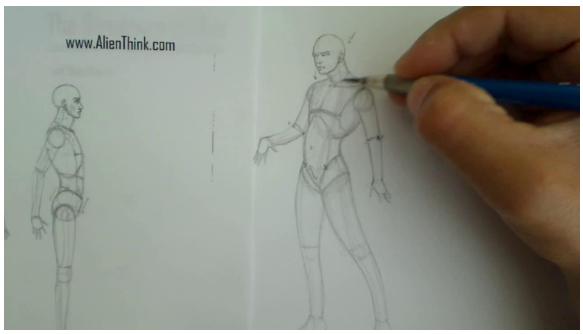
169		Okay, so this section here, we know it's on an angle.
170		We know that this definitely wasn't on an angle over here.
171		Right, this automatically came here.
172		And the chance cavity over here, we know that we just did this curve over here.

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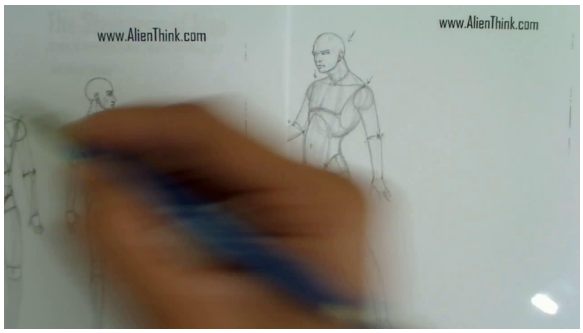
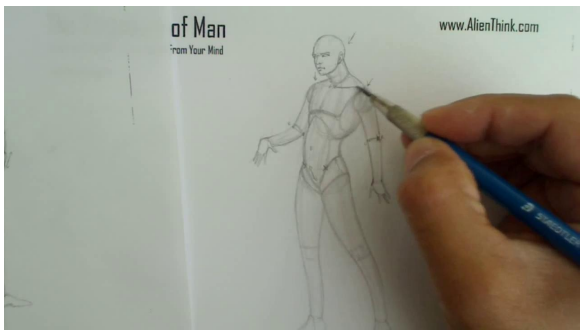
173		Right, and this helps us to understand how this curve will be because when the back, when the muscles come,
174		it's going to be changed a little bit.
175		And look here where the clavicle is.
176		It's all automatically done for us here too.

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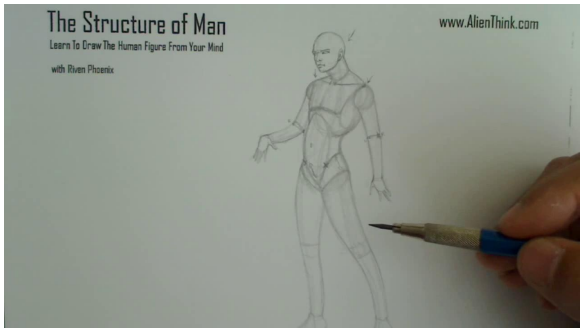
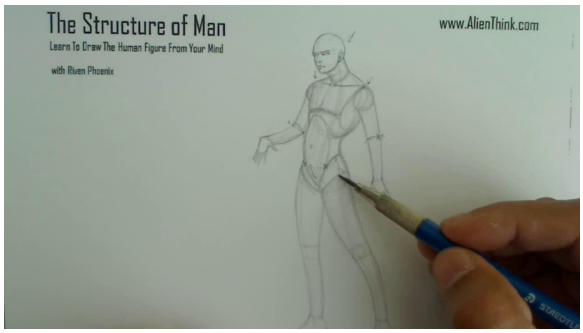
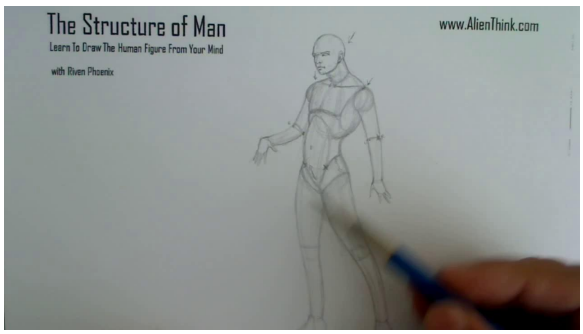
177		Right, we're just analyzing some of the concepts to get from this system as to how it allows us to draw.
178		Okay, so now I'm going to show you, okay, what is this key point here?
179		What does this mean?
180		Well, let's do it this way.

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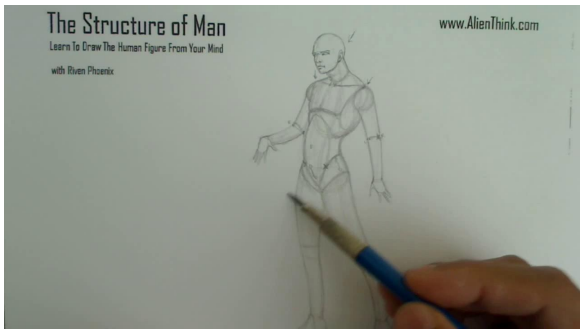
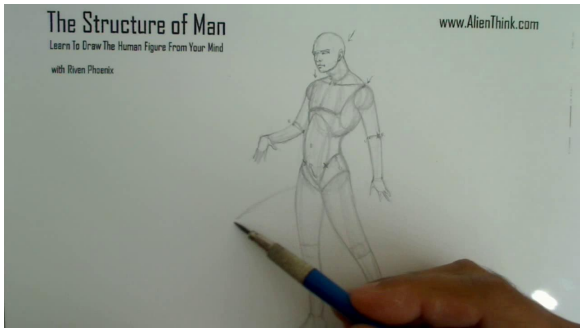
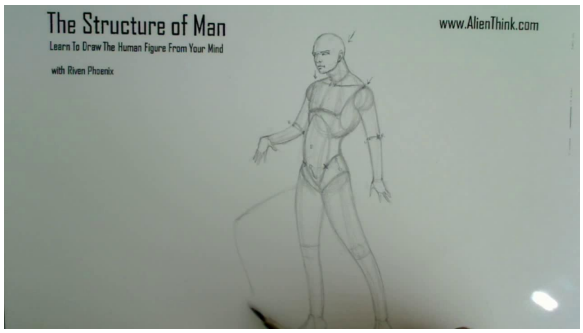
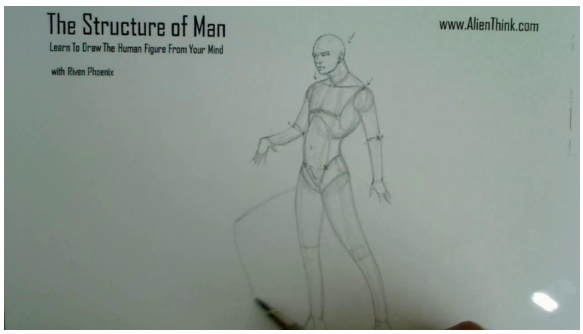
181		Let's say if the leg was over here, let's say if we decided to put the leg over here,
182		what would happen if this leg, let's say, was over here like this for something.
183		I don't know.
184		Let's see if it's, if it's some kind of a box over here.

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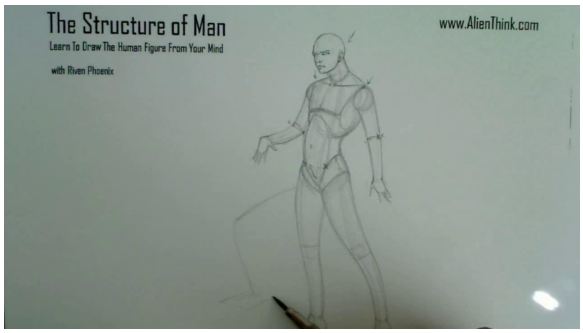
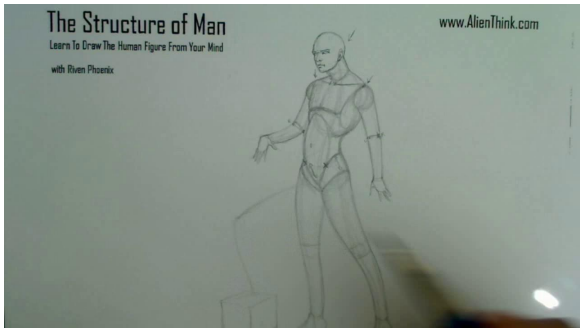
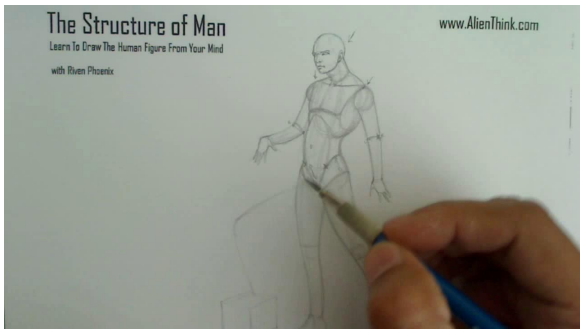
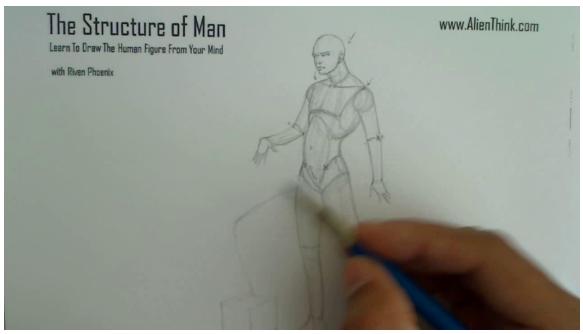
185		Right, he wants to put his leg on top of this, let's say this box over here.
186		Okay, how, what would happen to this area here?
187		Well, this dip here, the reason we do this is because we want the leg to go like this.
188		And you'll notice that what happens especially in female, both in male and female,

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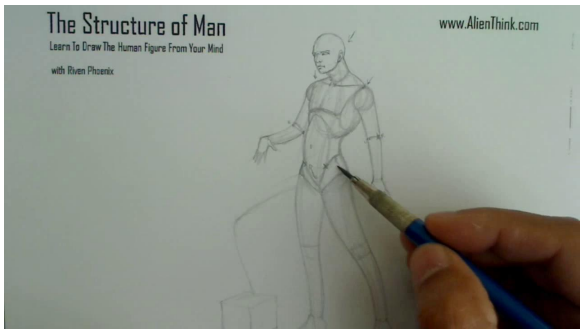
189		that this area here gives you a bend, a cut.
190		Right, this is a separate muscle system, then you get the legs.
191		Right, this is a separate muscle system that's going to be connecting over here.
192		It gives you this dip.

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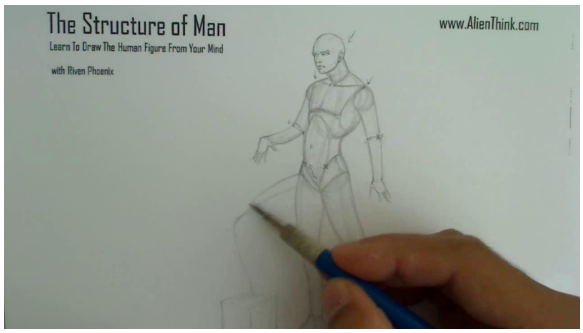
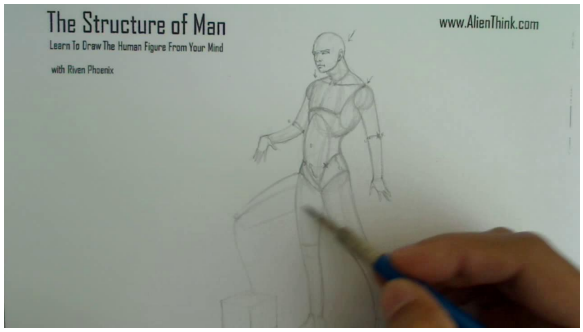
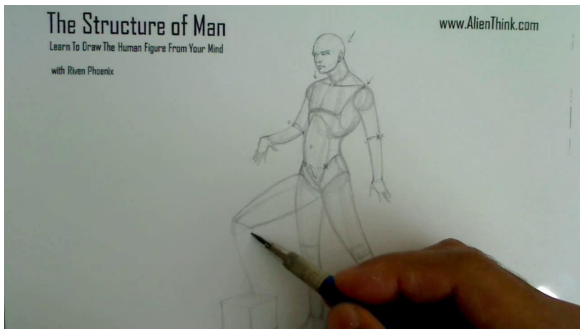
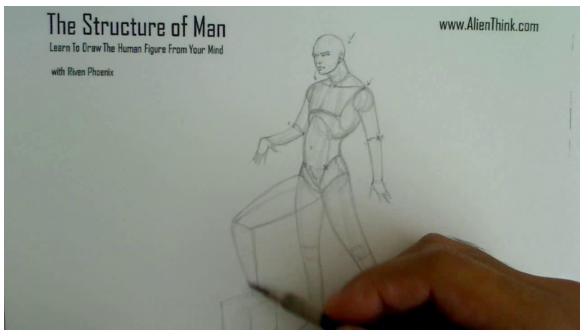
193		Right, so here I'm going to get my leg like this.
194		Right, I would get the leg like kind of like this over here, again like this.
195		And we would probably just add the leg just like this over here.
196		Right, there's really no difference in how we did this.

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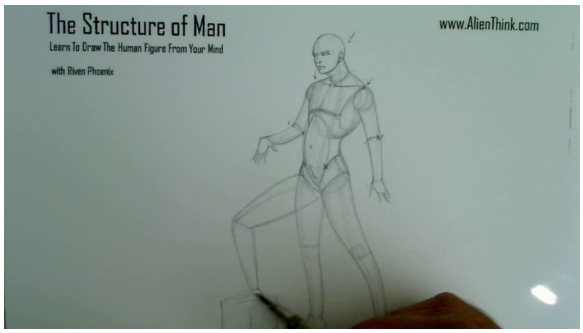
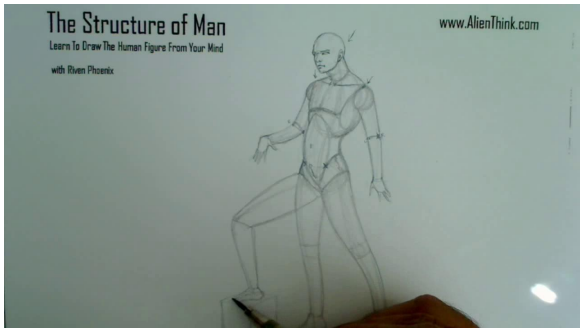
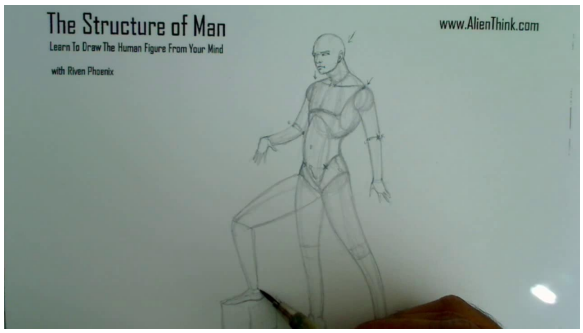
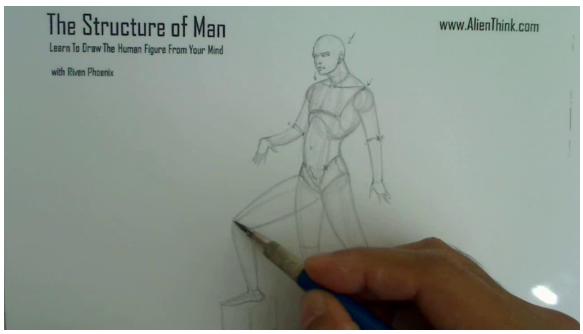
197		Right, so here you can just imagine this to be the heel and just begin to understand,
198		okay, what do we do here, really?
199		Right, it's just going to be like this over here.
200		But notice how we do the curve, we just did it this way.

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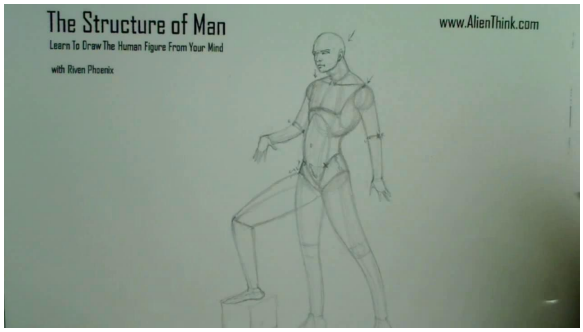
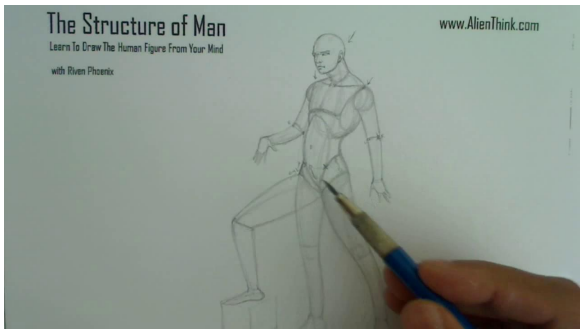
201		But this is why this matters over here.
202		Okay, that's one component to understand, one very important aspect of this mannequin system.
203		The other is that, okay, well, what if the hand was over here?
204		So now let's move the hand, let's do this on a pendulum system, right?

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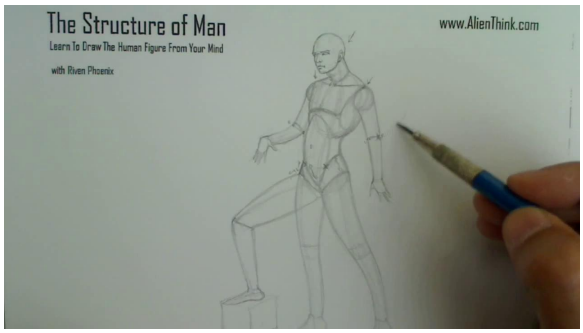
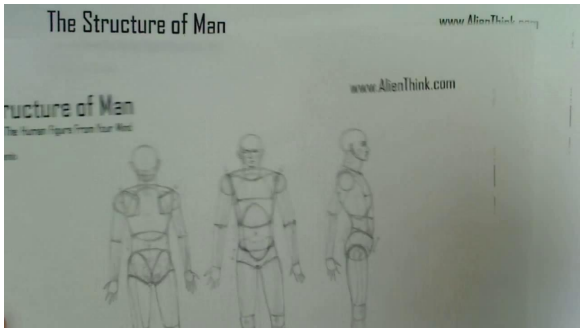
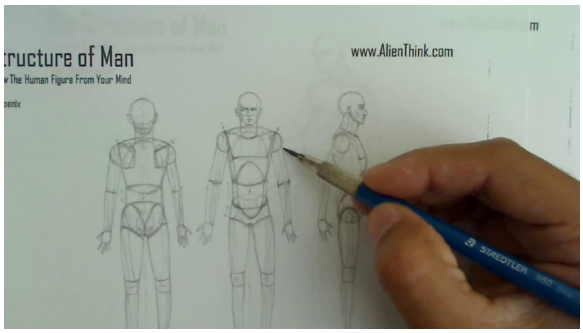
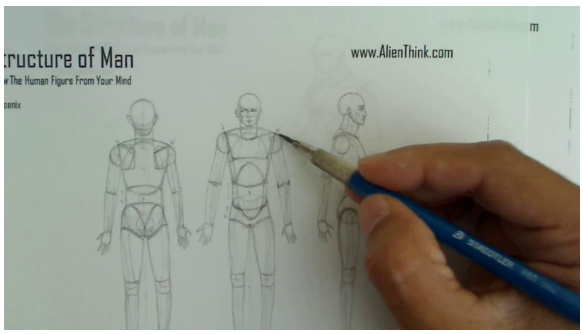
205		Notice where this is.
206		Notice that this over here, right, this line over here really just represents kind of like,
207		it doesn't have to be connected to this, but it's just understanding where this is.
208		So if this idea here, if we put this on, let's say this pendulum system, make it go off.

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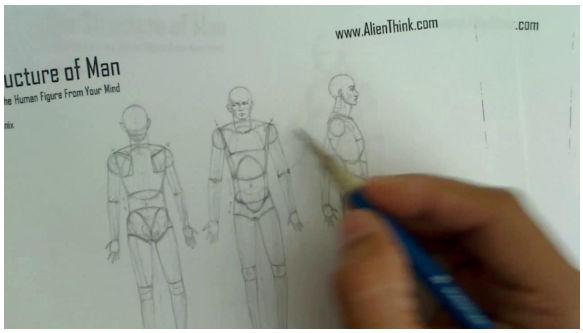
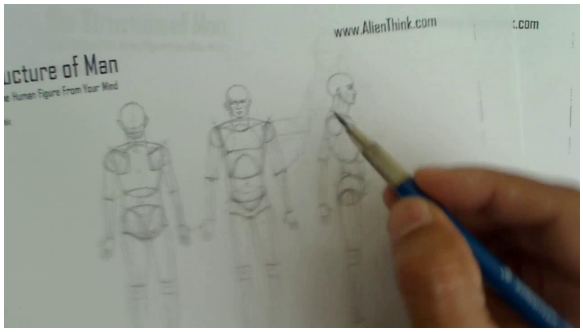
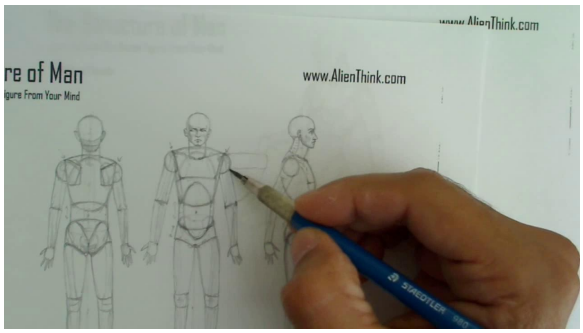
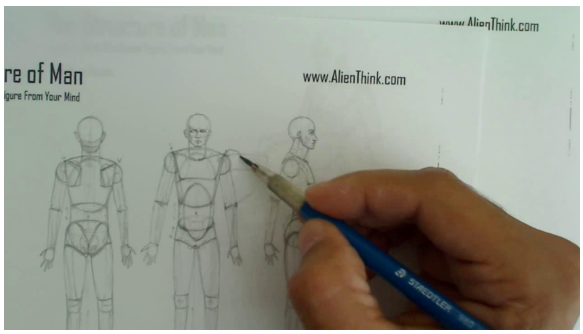
209		But now I'm going to say that, okay, I want my hand really to be like this over here, right?
210		So meaning that what you have to do is look at this circle here, right?
211		If this circle is here, it's going to move up, meaning that you're going to get automatically the definition
212		for what's going to happen for your shoulders, right?

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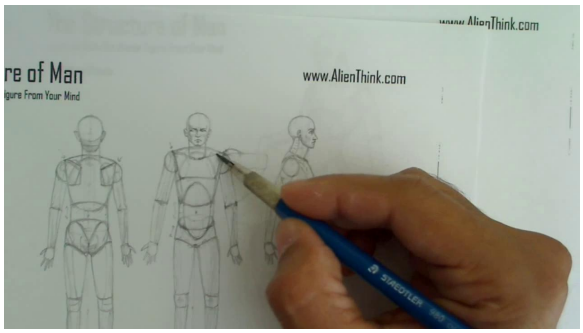
213		You're going to get this area here automatically, right?
214		So if we put, let's say we say that, okay, I want to do the hand.
215		I want it really to do the hand like this or something, right?
216		How do I understand this?

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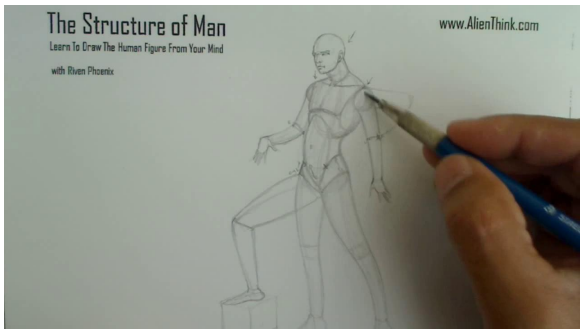
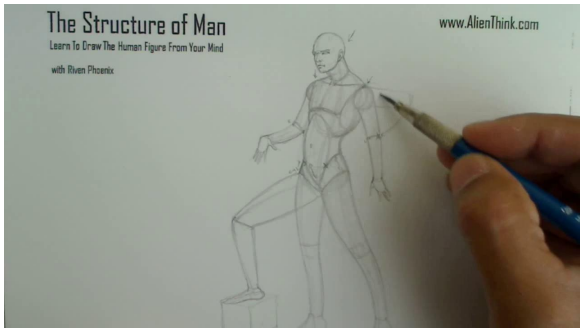
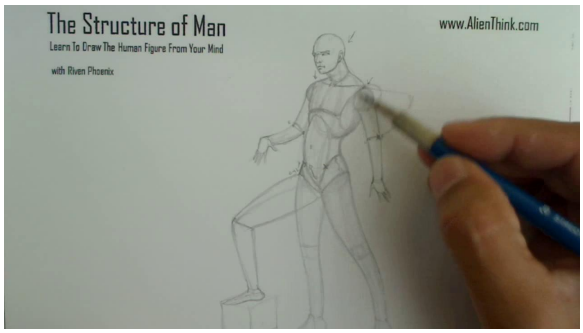
217		Well, you're just understanding by looking at this and doing the same thing, right?
218		This means that this ball joint is now starting to move, right?
219		You don't have to worry about it. You can always draw it like this first,
220		but then understand when it comes to understanding the muscle is going to be so key,

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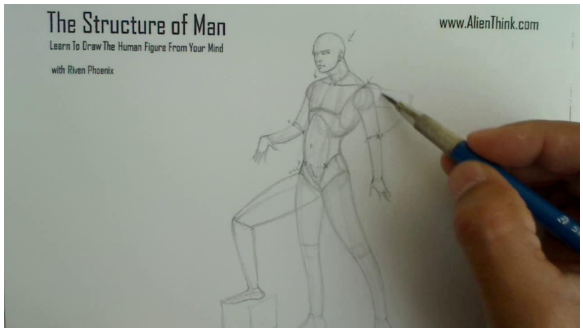
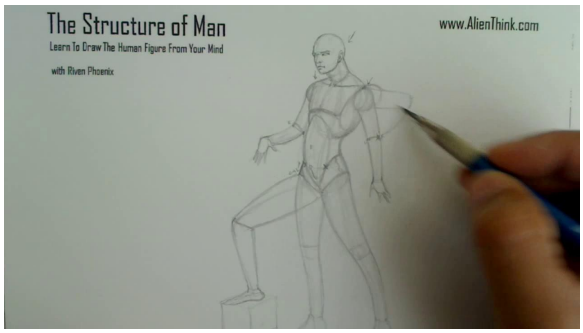
221		but then you can understand right, right?
222		The shoulder is now going to come this way and everything is going to start to stretch out now, right?
223		And this area here, look where this line is.
224		This line is not going to be here, right?

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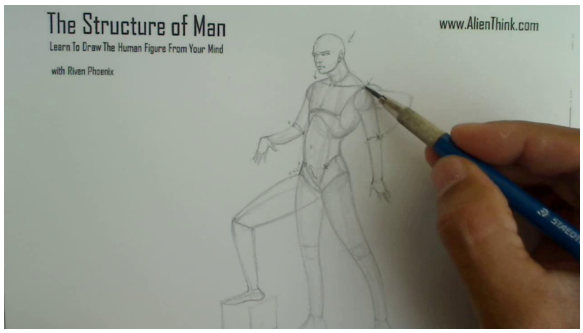
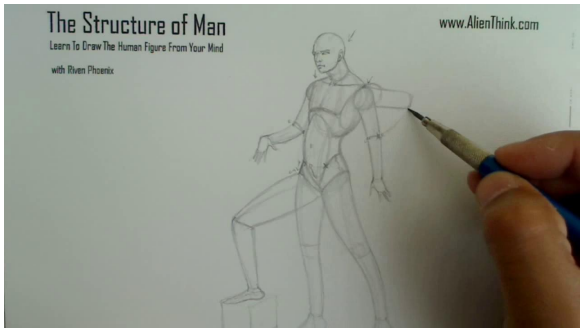
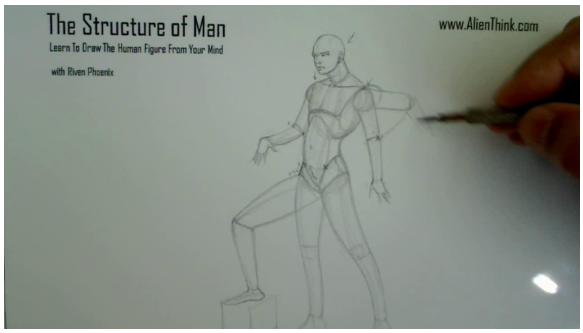
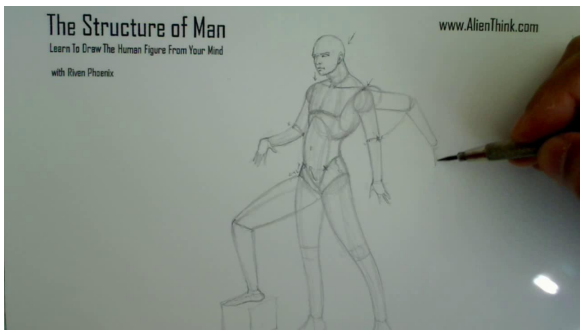
225		It has to join here, this way, over here like we did.
226		And then over here, we can now do the same thing and say that, okay, well, once this is here,
227		I want to now, let's say do the hand like this, right?
228		So we can do the same thing.

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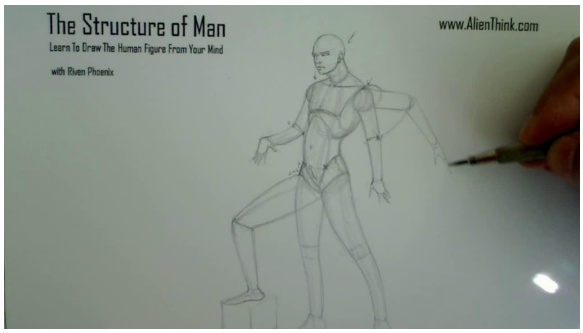
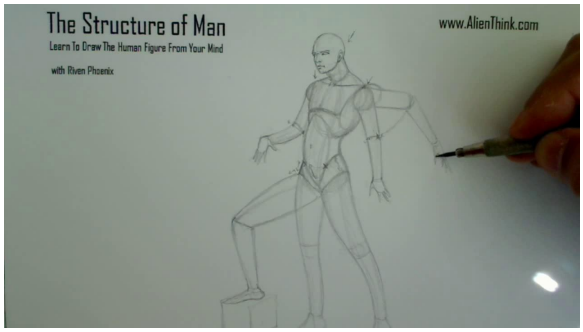
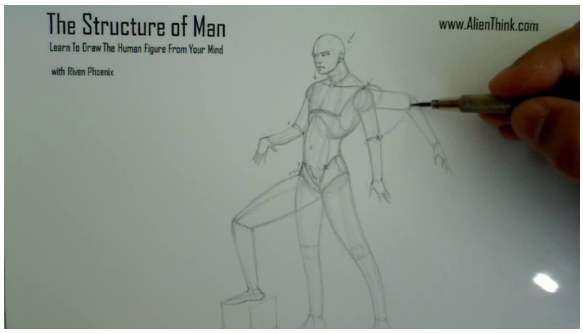
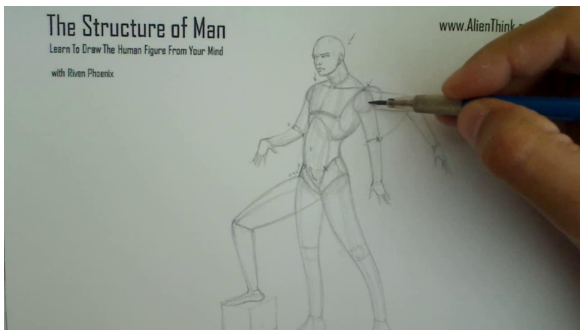
229		Let's say that, okay, well, I mean, you can do whatever you want,
230		but the hand will already understand the system,
231		but that's what's going to start to happen, right?
232		Things are starting to change here,

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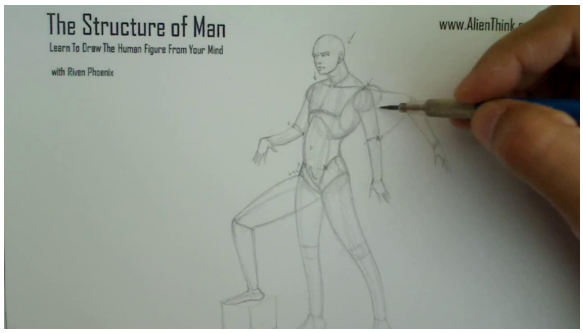
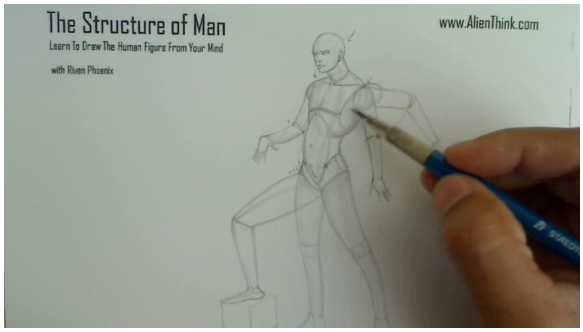
233		but you'll see that not really not much on the chest cavity can change muscle-wise,
234		it's really going to be the stretching of the muscles that things are going to start to happen, right?
235		You can just imagine how much this is going to be stretched over here, right?
236		We're going really back over here, the way we did this, okay?

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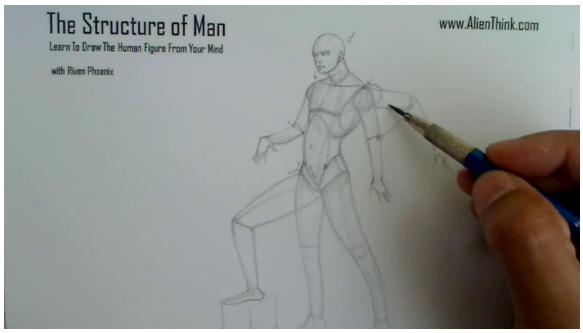
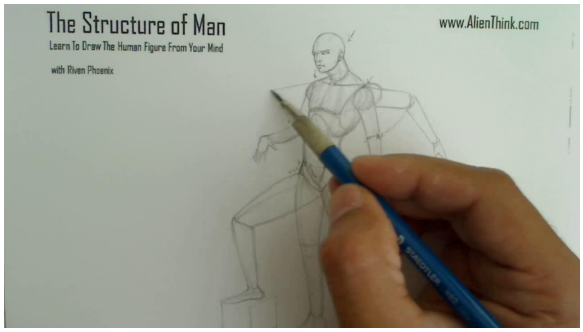
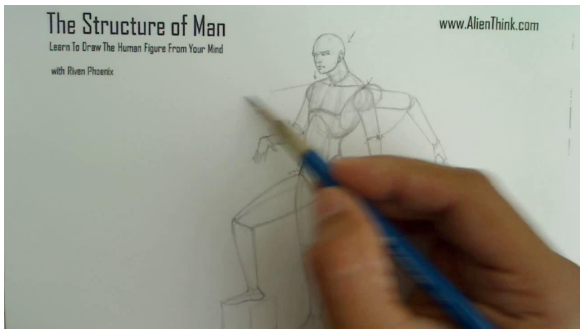
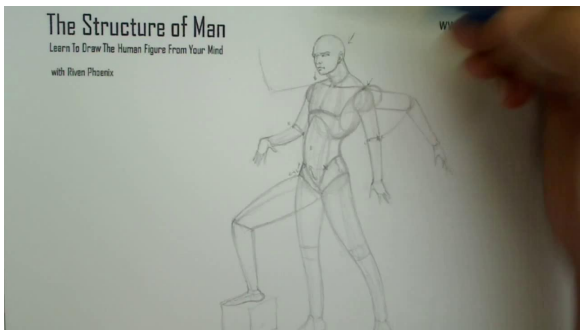
237		And it's going to be the same thing that, okay, well, if I want to do the hand like this,
238		I'm just going to imagine this, let's say a pendulum system over here,
239		and let's say I want to do the hand like this or something, I don't know.
240		So if we do it this way, it's the same thing, just understanding, right?

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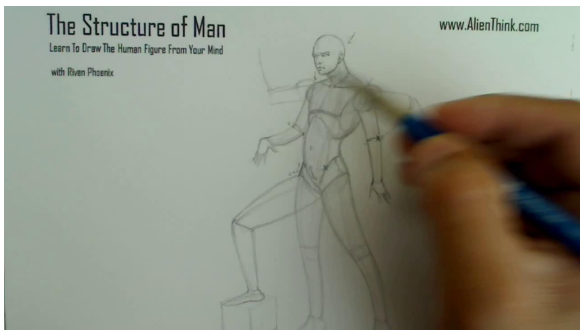
241		Well, we're going to get this, this ball joint's purpose is just to stick here.
242		This is to help us understand what would happen to it, right?
243		It would get the hand now going in this direction, right?
244		This all should start to make sense to you as to how the,

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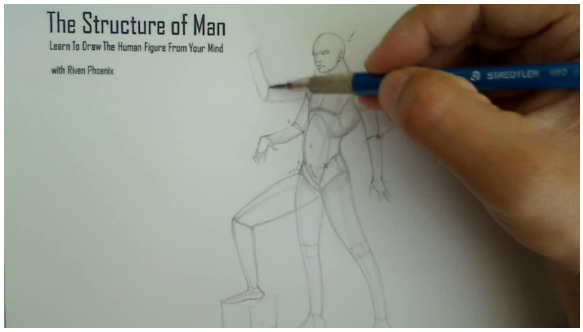
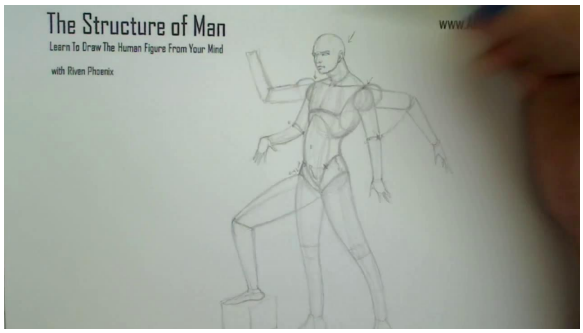
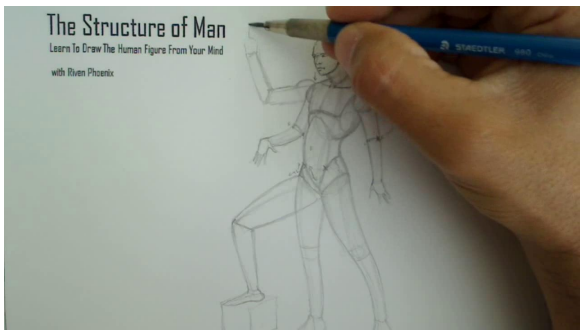
245		the mannequin system makes our life easier in putting these concepts down, right?
246		So here, let's say the hand would be like this or something, right?
247		And then over here, we can just do,
248		is that showing up over there, right?

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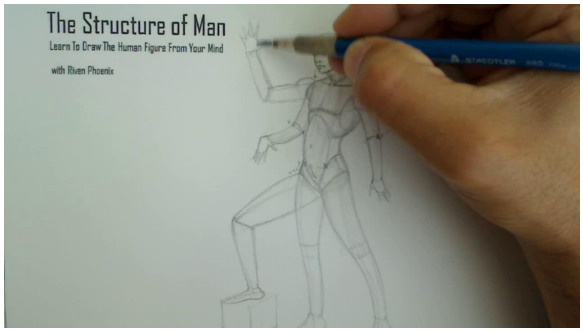
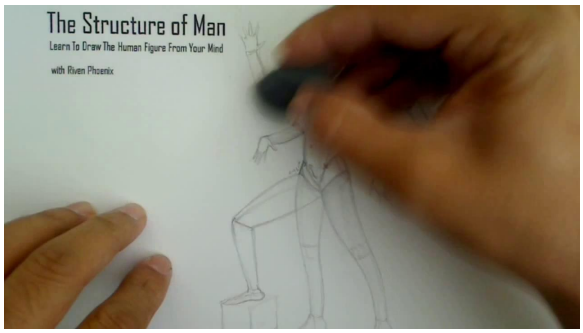
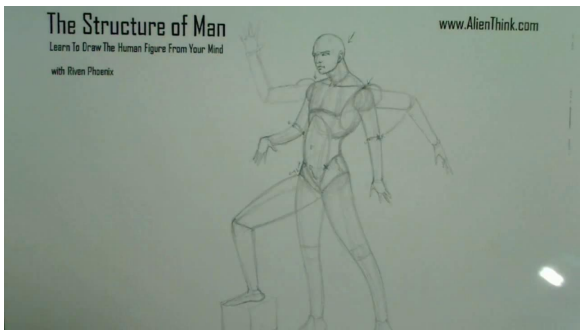
249		And then do this for the hand, right?
250		It's a very simple concept to understand as to how the system is going to work, right?
251		So here I can just erase some of these lines now, right?
252		And just develop the design for the character.

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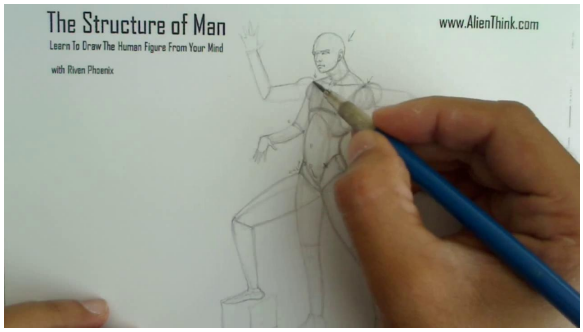
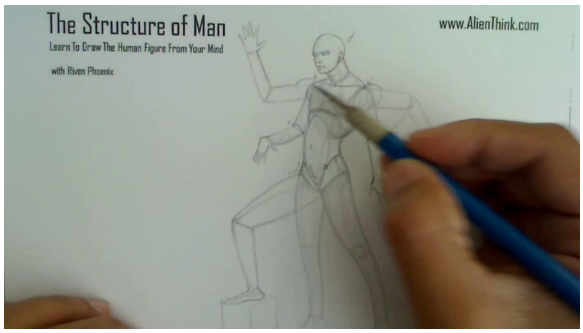
253		I just start to think about this.
254		This way over here, right?
255		So you understand what we're doing here, right?
256		We're really just forcing the mind, right?

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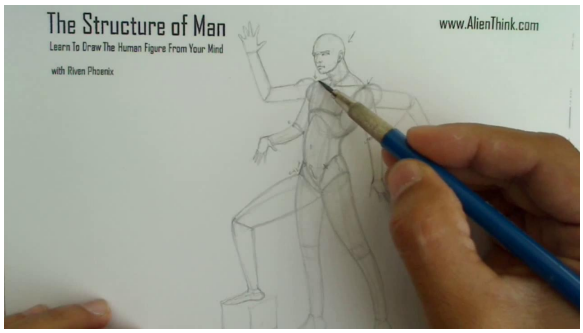
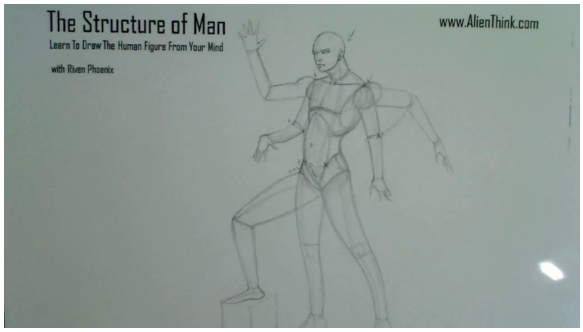
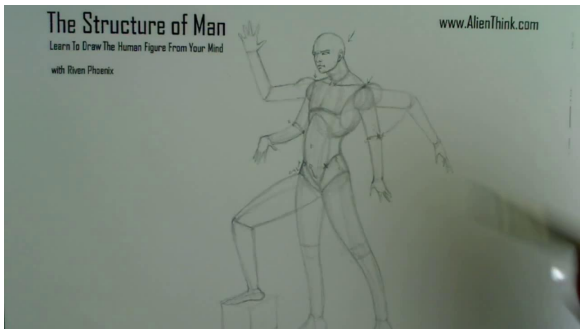
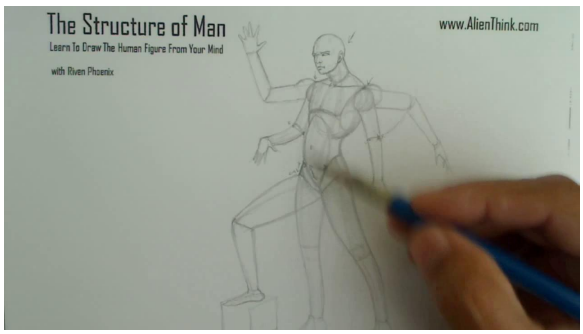
257		You can't just, basically what this means about figure drawing,
258		we really cannot just draw blinding, right?
259		We have to create these systems.
260		This personal understanding is to begin to understand,

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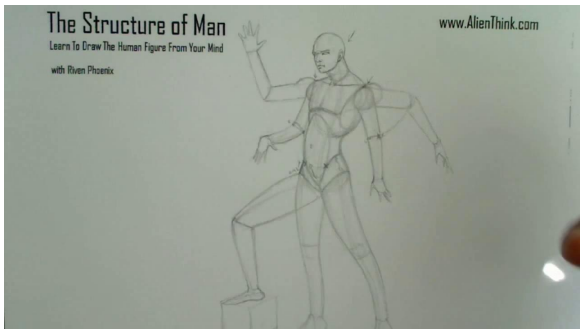
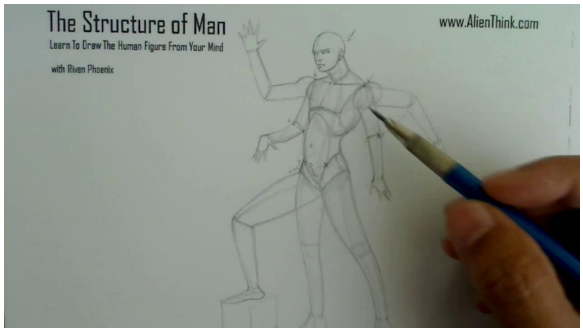
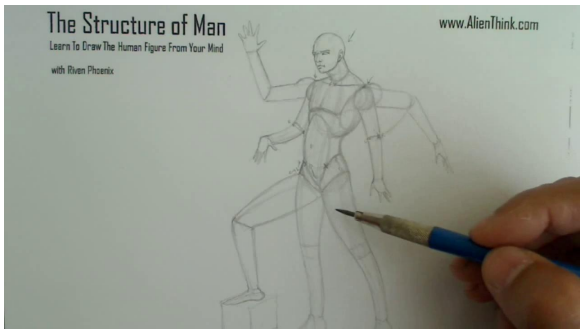
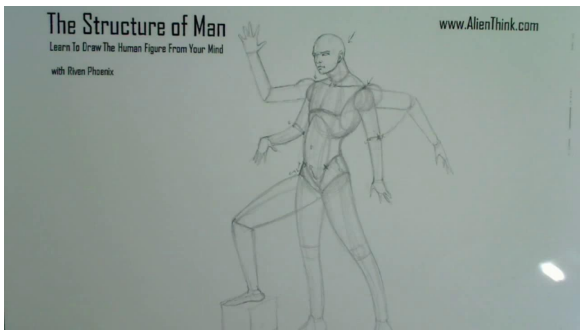
261		okay, well, this just means I can do dynamic figures, obviously, right?
262		We're not only this, we can completely let's go of the gesture system
263		because it's coming down to the idea of the one form, right?
264		So here, as an example, let's say that we forget about the gesture system.

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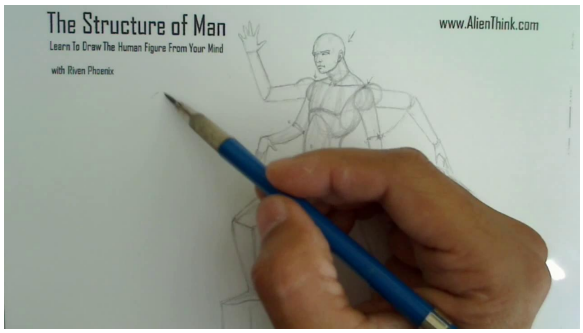
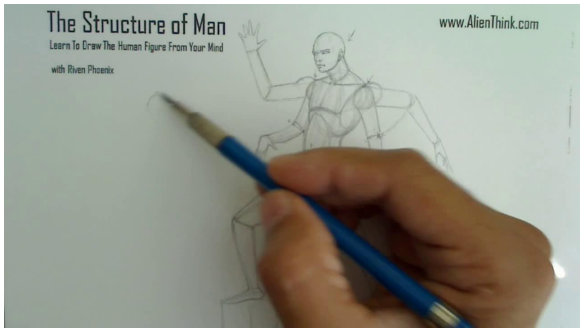
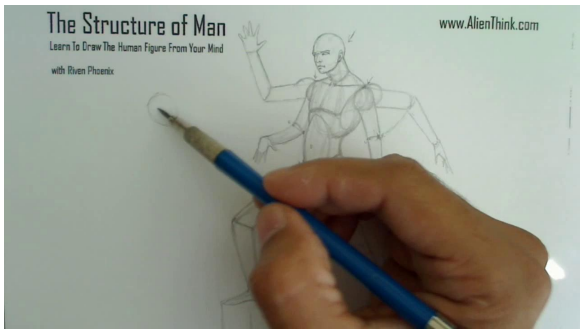
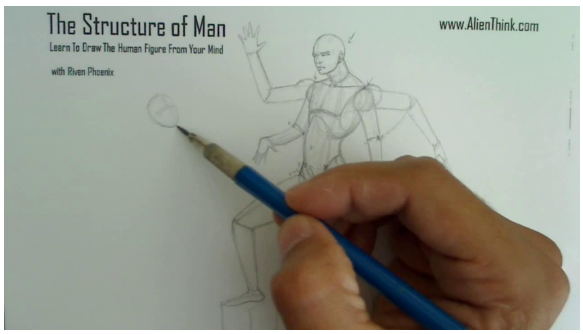
265		Let's say if I just draw a,
266		let's see this full version here of the human head.
267		I want this human head, let's say, to be looking in this direction or something, right?
268		Let's say this, I'm just working on an idea.

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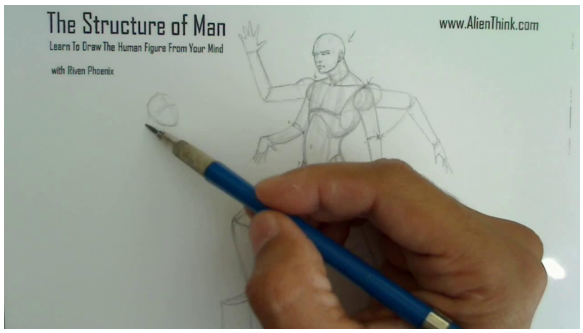
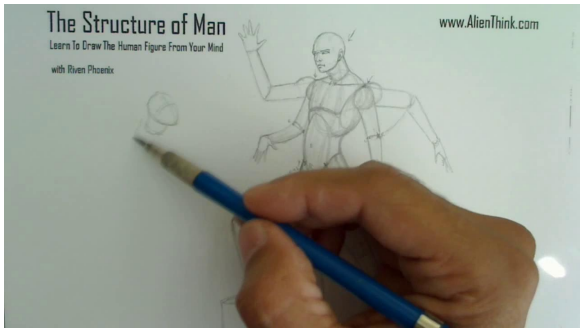
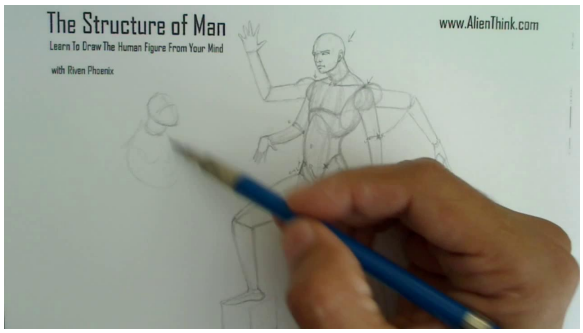
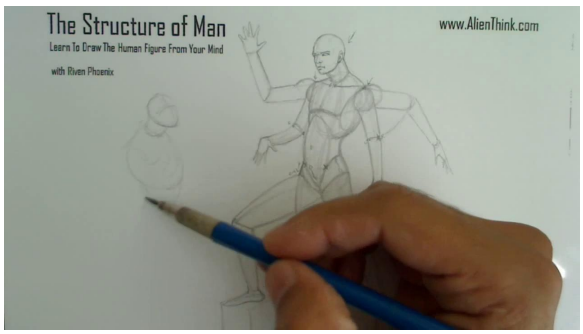
269		Then I say this, obviously, I know that the neck is going to be here.
270		Then not only this, and now I can start to do the same thing.
271		I can just really do whatever I want, right?
272		I understand this system here is going to be like this.

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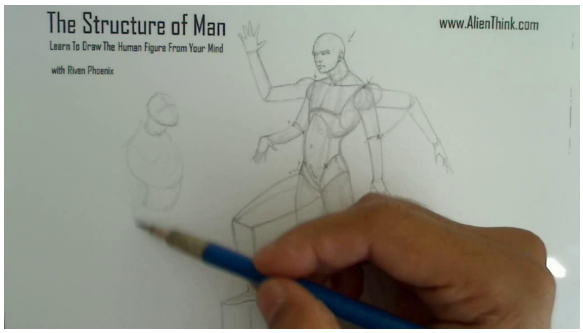
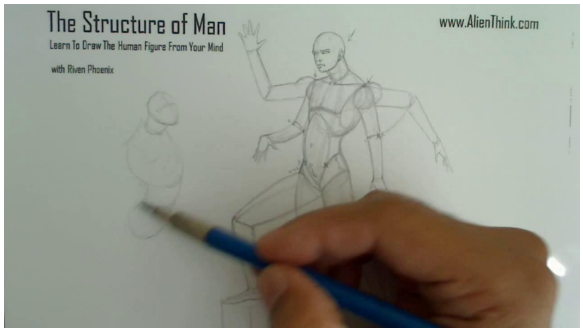
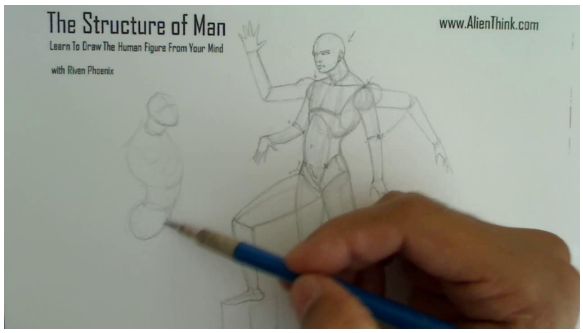
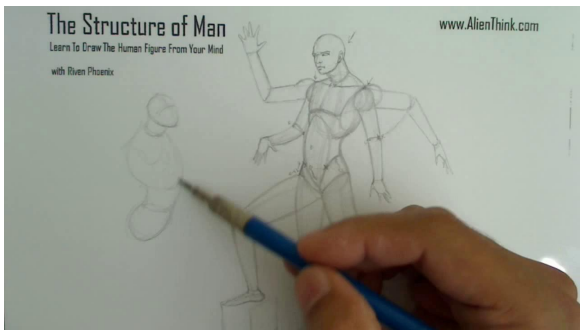
273		I understand this idea, right?
274		This ball shape is really just great.
275		We don't have to overthink it.
276		We can just sketch the idea out and then say that, okay,

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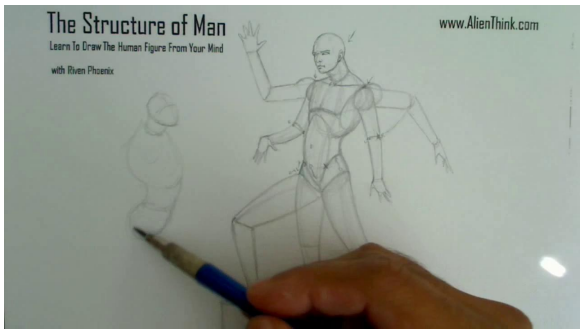
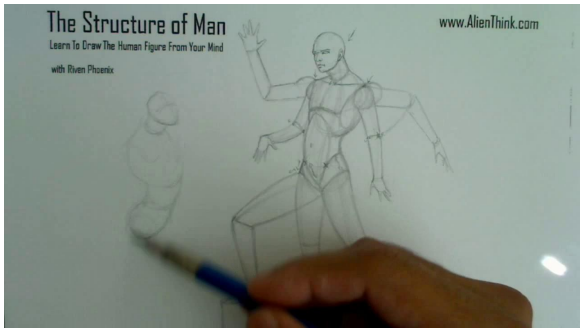
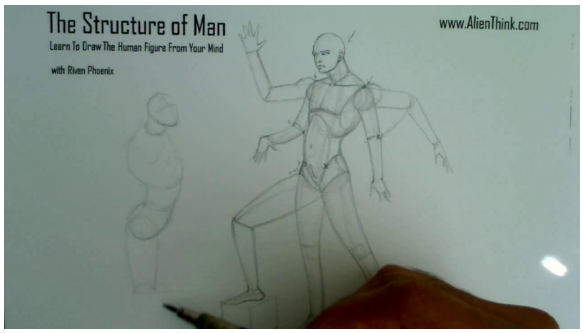
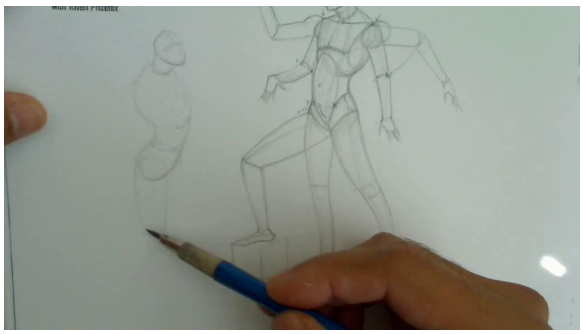
277		well, let me do some kind of a dynamic pose here.
278		Let's say that if I maybe I want the leg to come kind of like in this direction over here,
279		and then let's say that this leg over here is now going to,
280		let's say, move over here in this direction, right?

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281		We're now thinking about our ideas basically in just basic shapes, right?
282		We think about the knee area, we think about, okay, well, how does the foot,
283		how is really the foot going to move against this idea over here, right?
284		We're just working through the concept, right?

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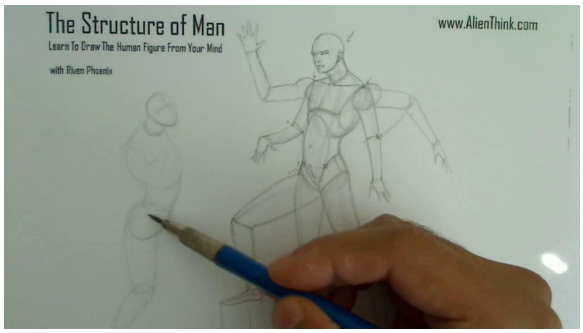
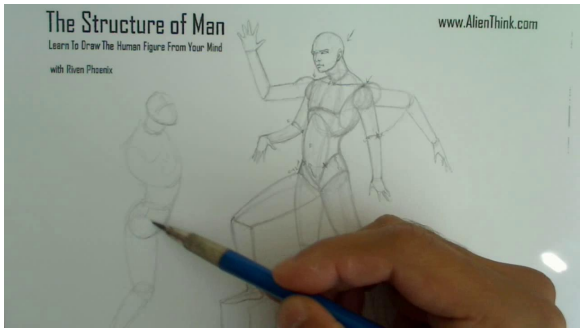
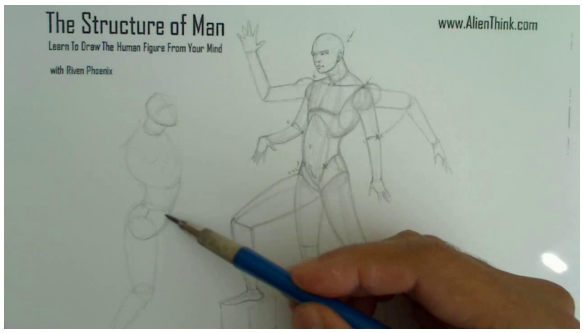
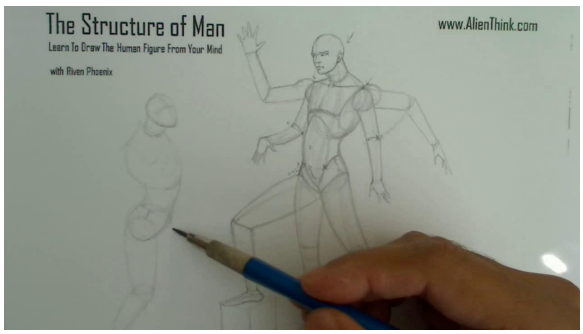
285		I already see this system here.
286		You got to remember that this is an important concept, right?
287		Because now let's say that if we are over here,
288		and then we can do the other leg,

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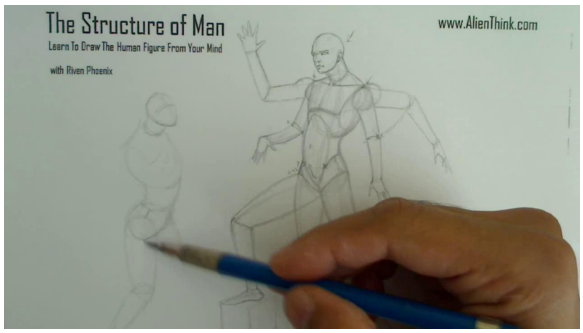
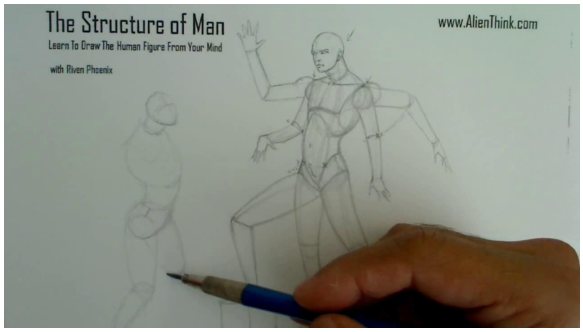
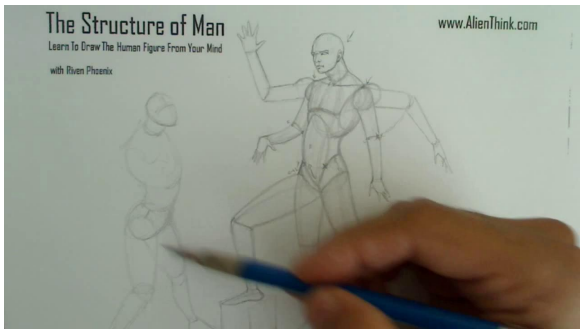
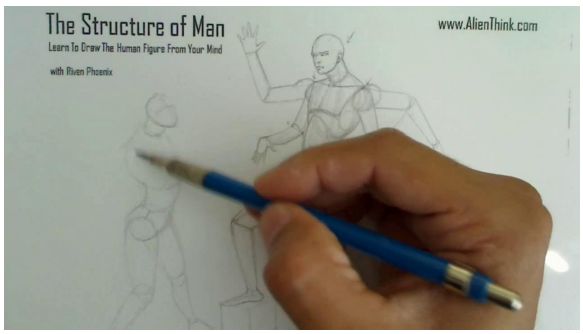
289		let's say going in like much more of a different direction in perspective, right?
290		So here we can now start to see how all of this is now starting to come together, right?
291		It's a very simple concept to understand because it's ours.
292		And now here, let's say this is the hand over here now,

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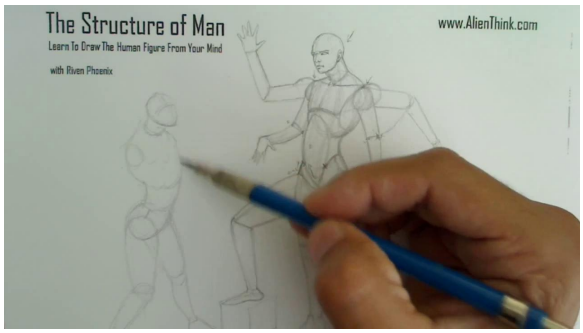
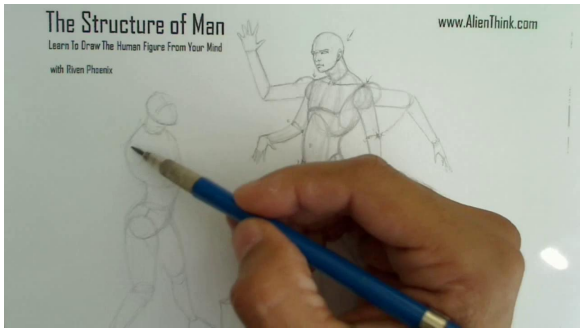
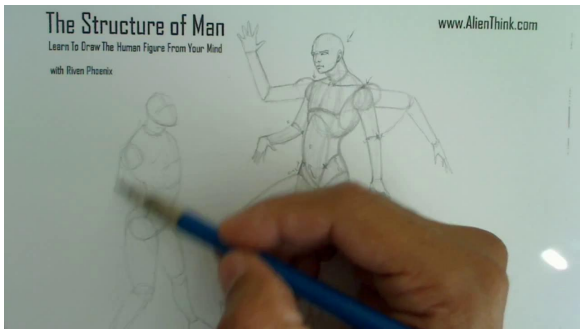
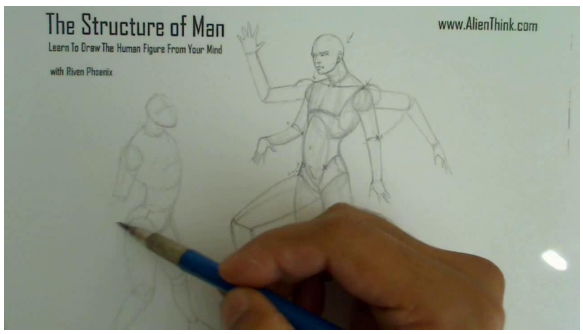
293		I'm going to start to begin to just grab this as a concept,
294		and over here I'm going to do the circle and say that, okay, right?
295		I just want to do, let's say something like this over here,
296		and do the hand like this over here,

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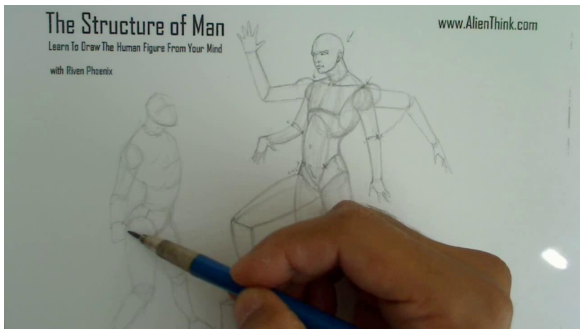
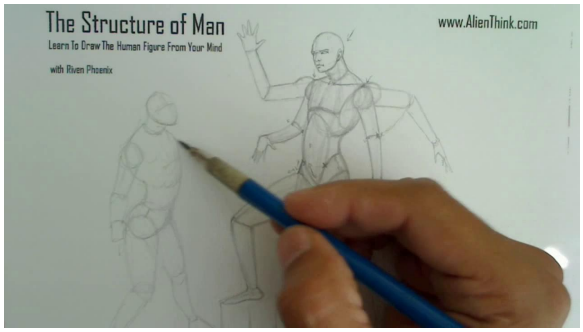
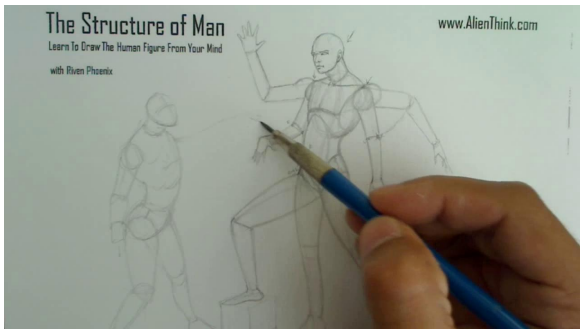
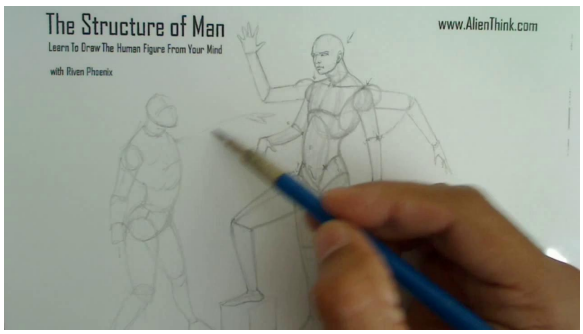
297		but very simply do something like this.
298		And what if I want to, let's say, point the hand like,
299		let's say that we want to point his finger like this, right?
300		So here we can just see how we can just make sure that it's the right distance.

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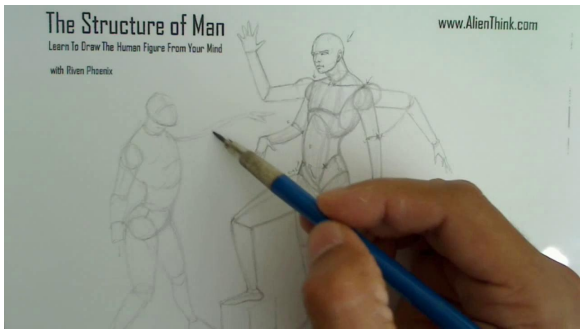
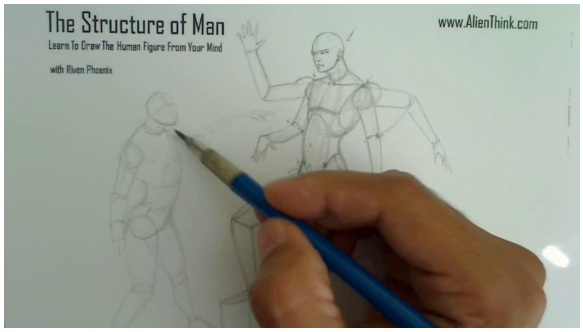
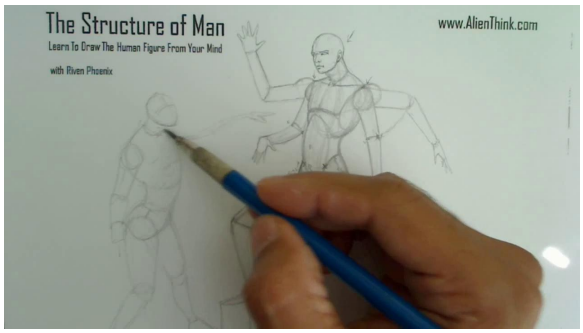
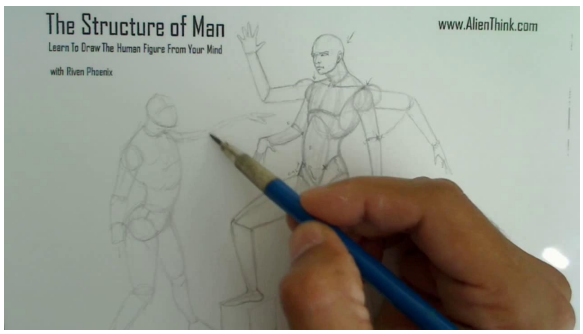
301		And from here, we can do the same thing.
302		We know that, right, the ball joint is definitely going to be here,
303		but because of the way the ball joint system is going to work,
304		we're just going to do it this way, right?

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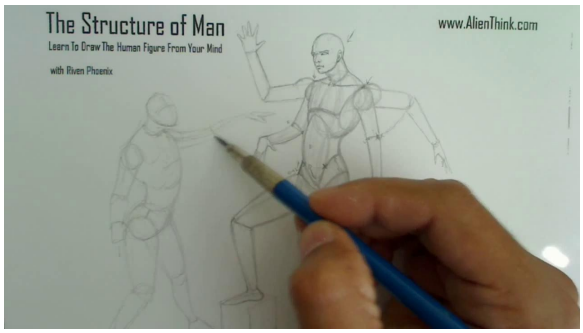
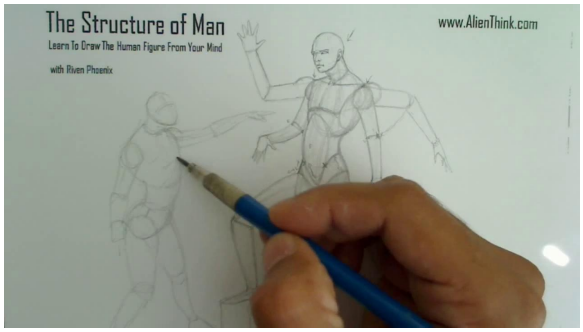
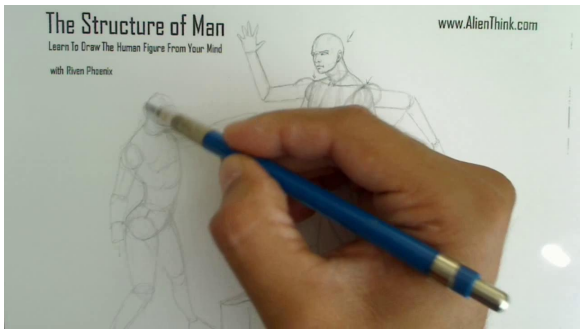
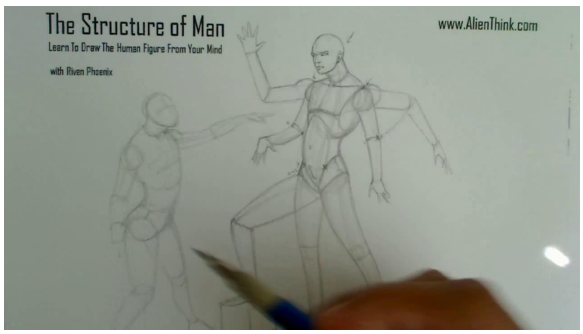
305		Conceptually, just begin to understand some of the basic concepts, right?
306		So once we get this, now we can now start to really do different things with it, right?
307		Just get the system down and then start to understand how this is going to,
308		see how we did this completely without a gesture system, right?

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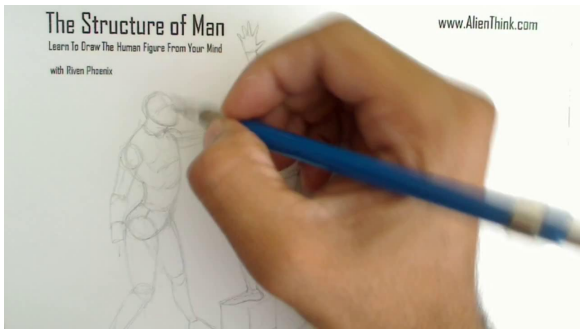
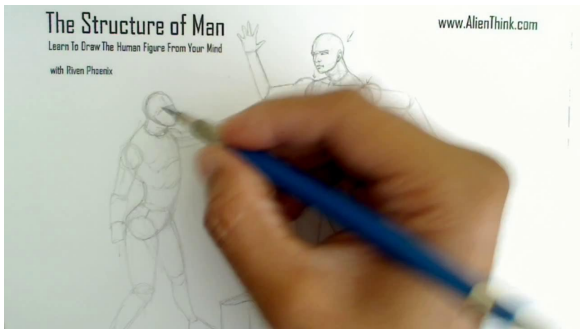
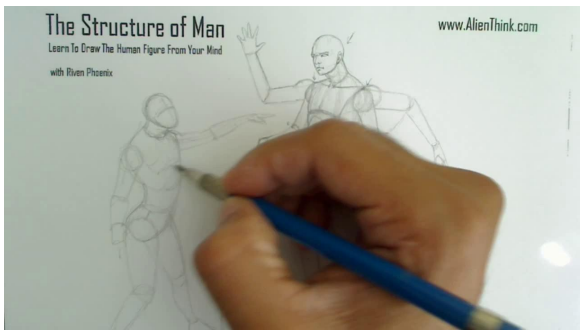
309		So now let's just fix some of these concepts up, right?
310		You can always go back and then just decide, okay, well,
311		now let me slow down in my thinking.
312		I really just start to think, what is it that I was really drawing over here?

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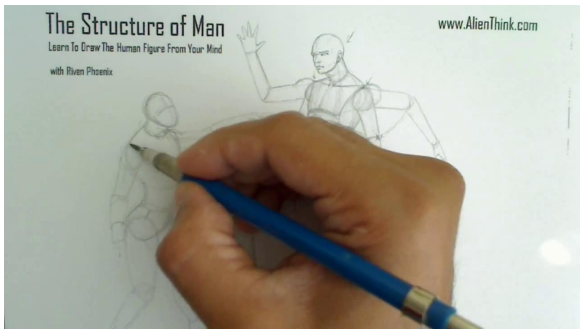
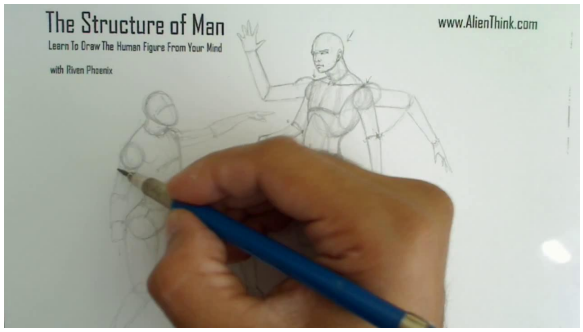
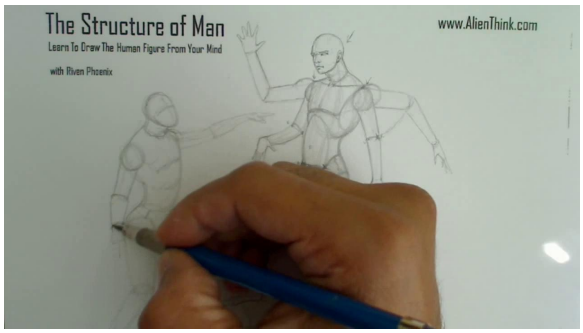
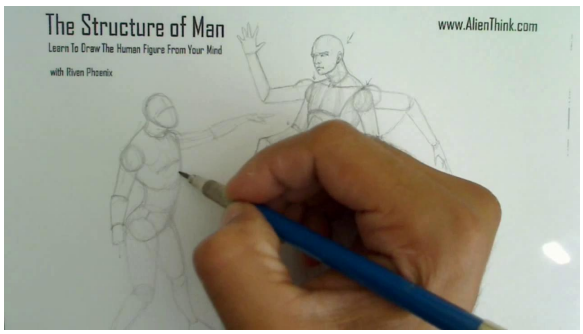
313		All right, I drew this.
314		Like this is what I'm thinking about, right?
315		Going down this way, then I know about this system over here.
316		I know this is going to be all automatic.

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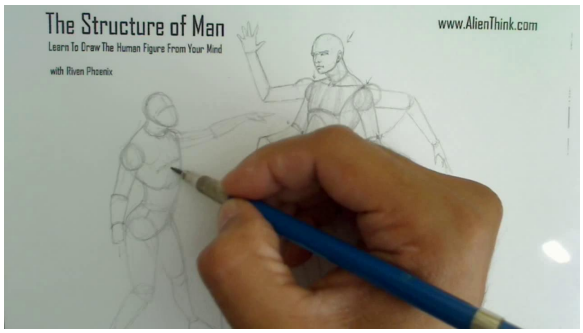
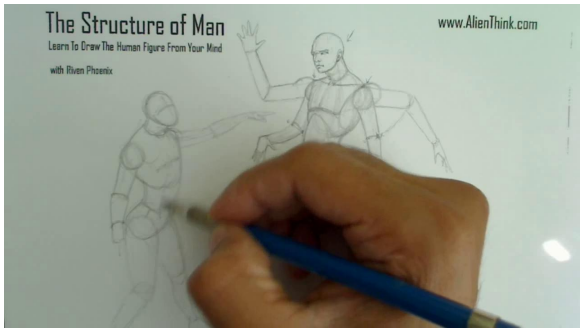
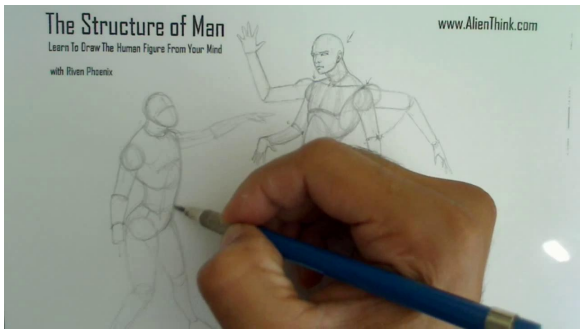
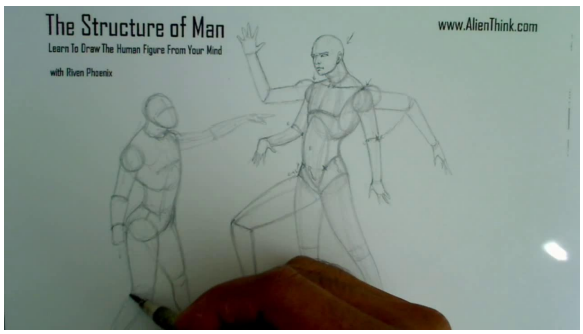
317		And then over here, we know about how this system is going to work.
318		So it's really going to be this system of the apps going in this way, right?
319		It doesn't have to be so perfect.
320		And this is just going to go about its business over there, right?

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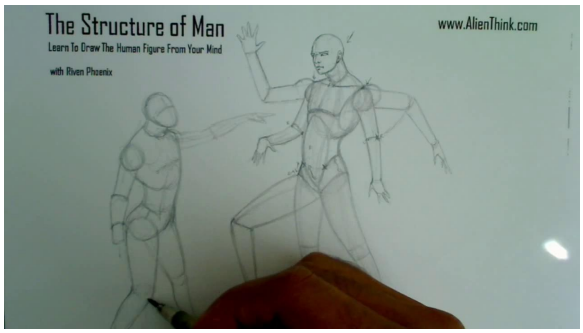
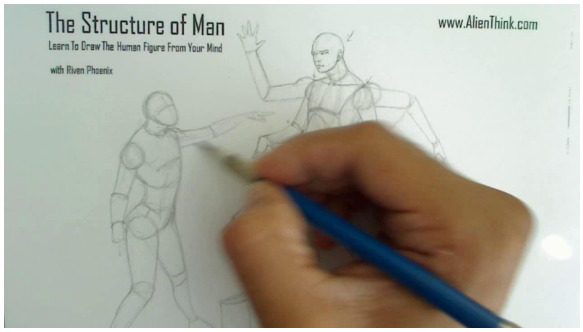
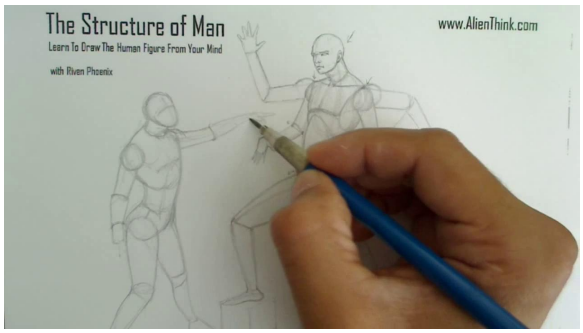
321		So again, this is the same concept to just getting your mind to begin to understand how this is going to work.
322		Anyway, so it's the same thing.
323		You know where the thumb is, right?
324		So then you have to decide, okay, where is the radius coming from, right?

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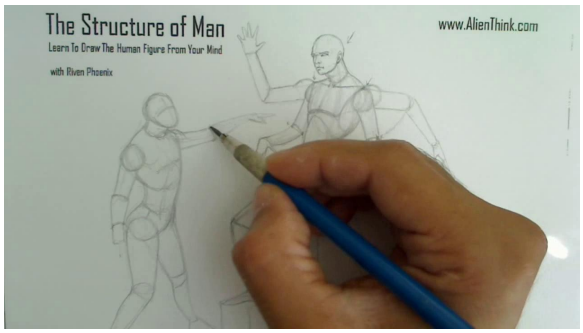
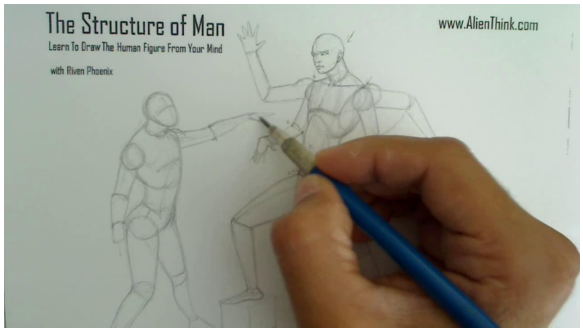
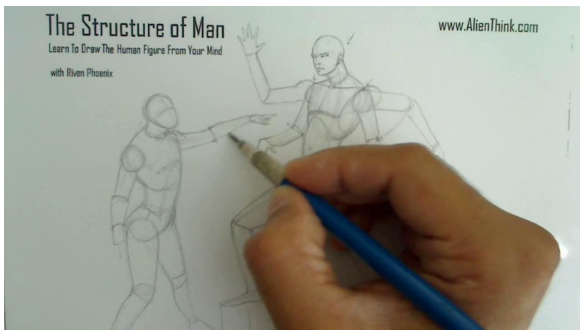
325		We know that this is the same thing is going to come from that end, right?
326		So here we can now create a much bigger palm area or something, right?
327		And do something like this.
328		But this is the same concept now.

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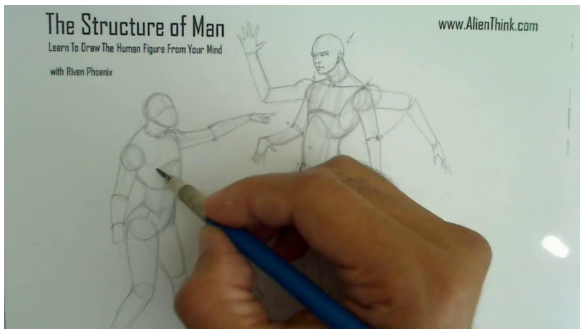
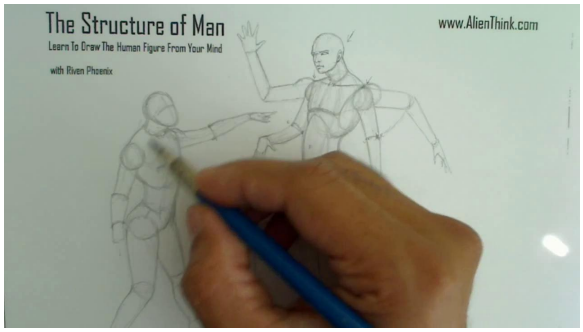
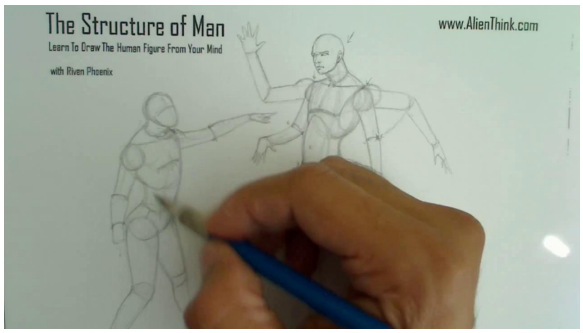
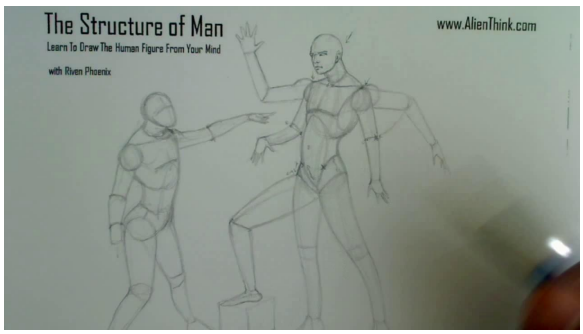
329		Again, coming from life drawing, right?
330		Because you would have really, even in life drawing, taken the same route, right?
331		Really used a very simple system of gesture drawing to do something like this, right?
332		So to finish this up, I know these lessons got a little long,

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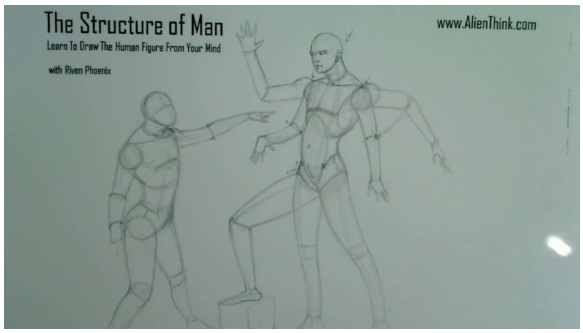
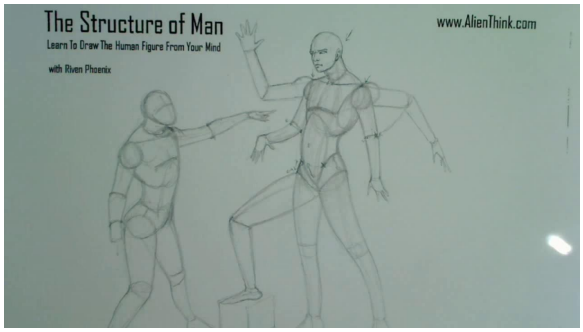
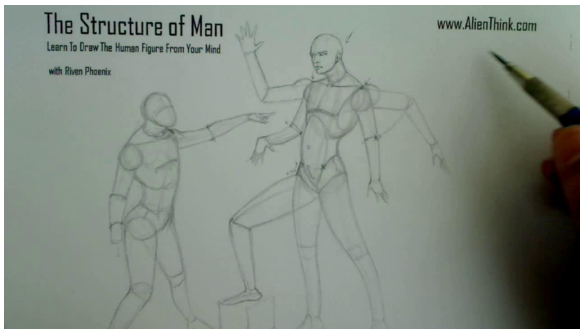
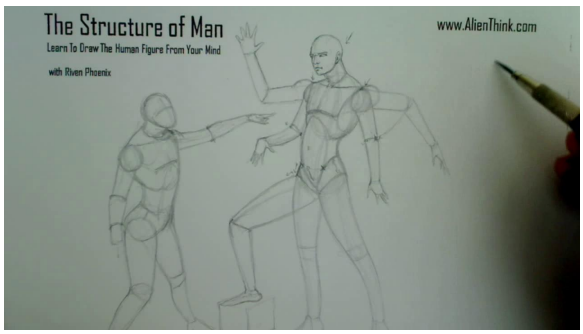
333		but it's important to understand some of these very key concepts.
334		So now where we think about the blob system, right?
335		We can say that, okay, now I understand what's going on.
336		The blob system really is this idea of the blob, right?

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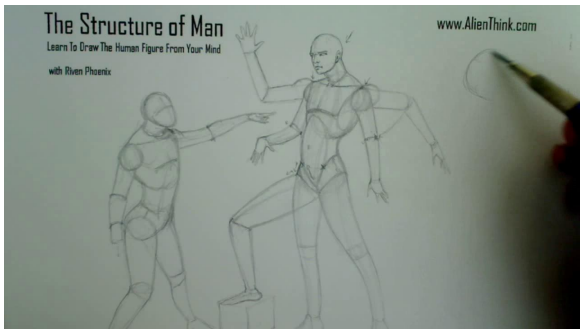
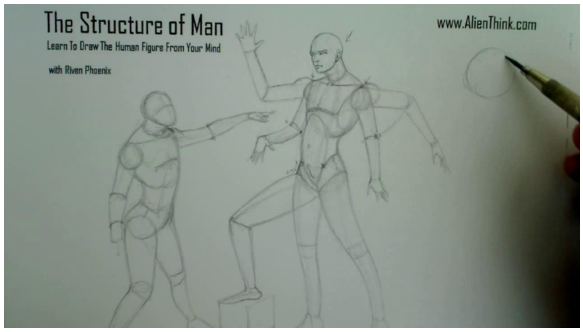
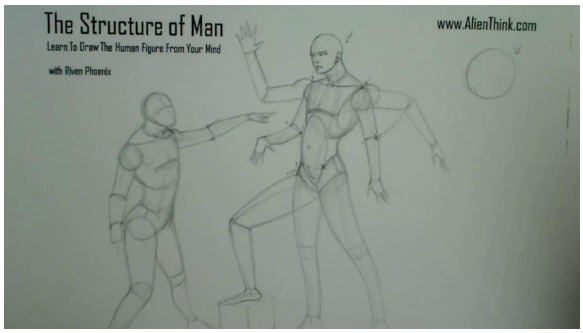
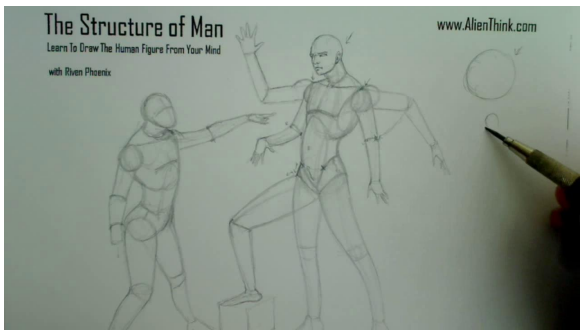
337		It's now beginning to make sense.
338		This is the blob, this is a one concept idea, right?
339		Then from the blob, basically it's starting to now grow this object that we set.
340		We didn't know what it was, but it was the same concept.

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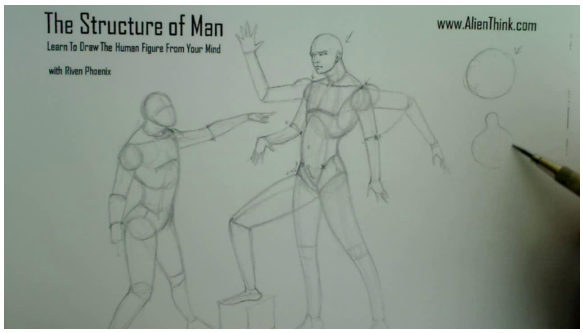
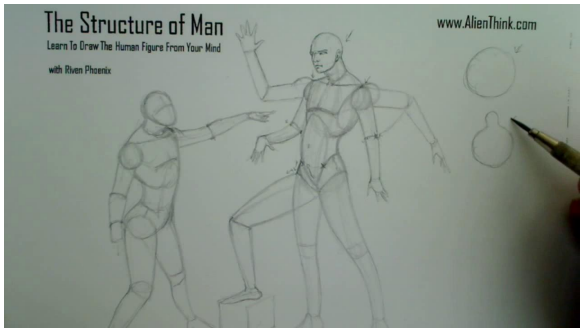
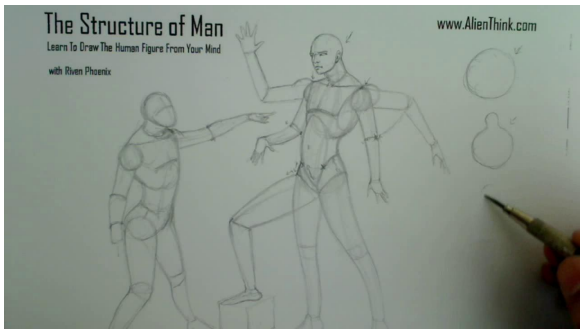
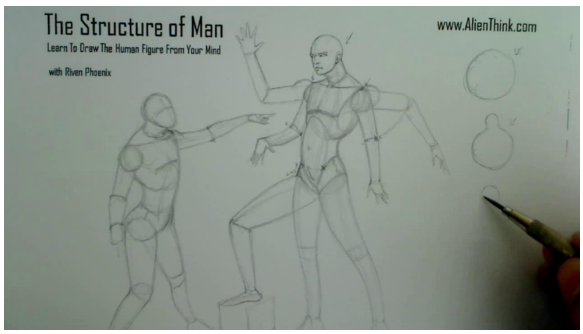
341		It's very easy for us to draw out this blob over here, right?
342		So now when we draw out the blob, right?
343		Let's see if we have to think about it.
344		We can say that, okay, well, obviously what we're seeing is that this blob here really is now starting to grow this head.

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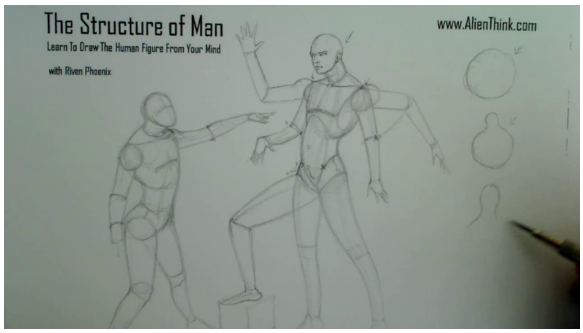
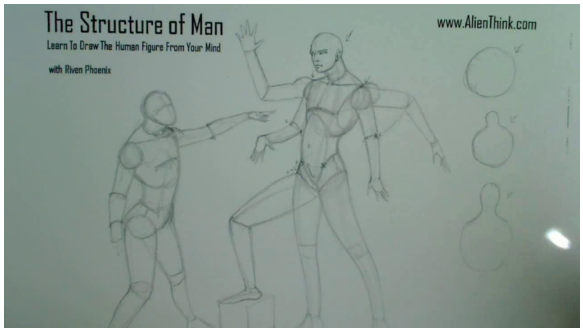
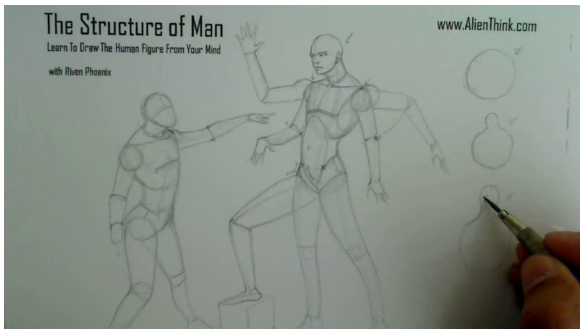
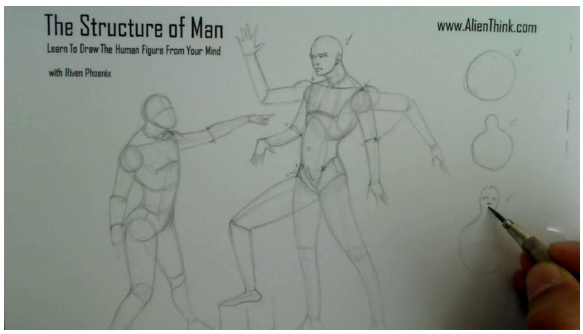
345		Starting to grow this head, I'm starting to now see the basic shapes that is just going to come down to a one conceptual idea over here, right?
346		Because over here we can now, we know how to do this, right?
347		We can draw out the eyes and the nose, right?
348		It's going to be a very simple conceptual concept to get, right?

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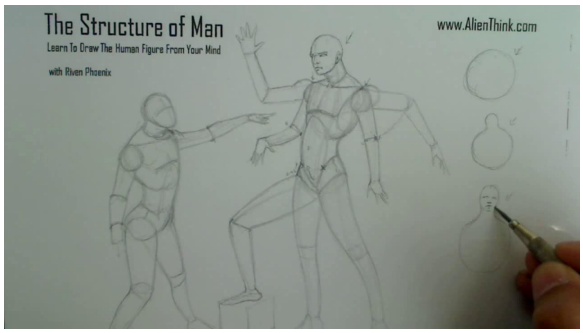
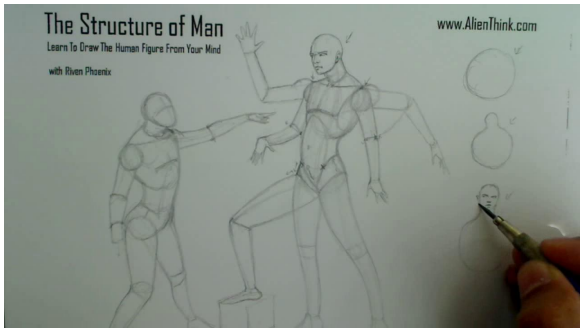
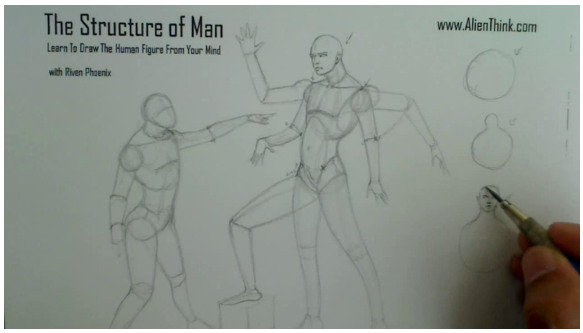
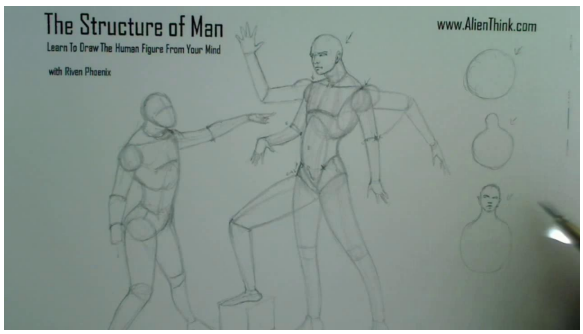
349		Regardless of what situation we're in, we know that we're going to be able to draw out the human head from this blob.
350		Here I'm just showing you a quick way to understand this, that now you're going to start to get the neck, right?
351		It doesn't matter how this is going to be, right?
352		So basically the entire human being is just becoming a one concept heavy and this solves a lot of problems.

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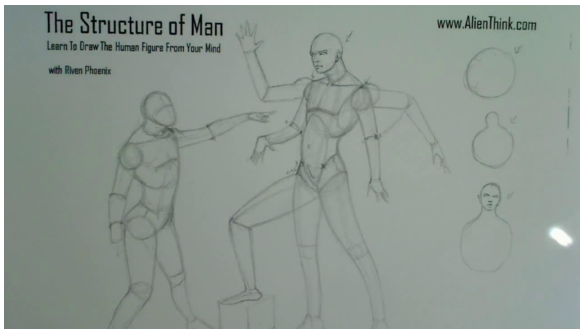
353		So I'll see you in the next lesson.

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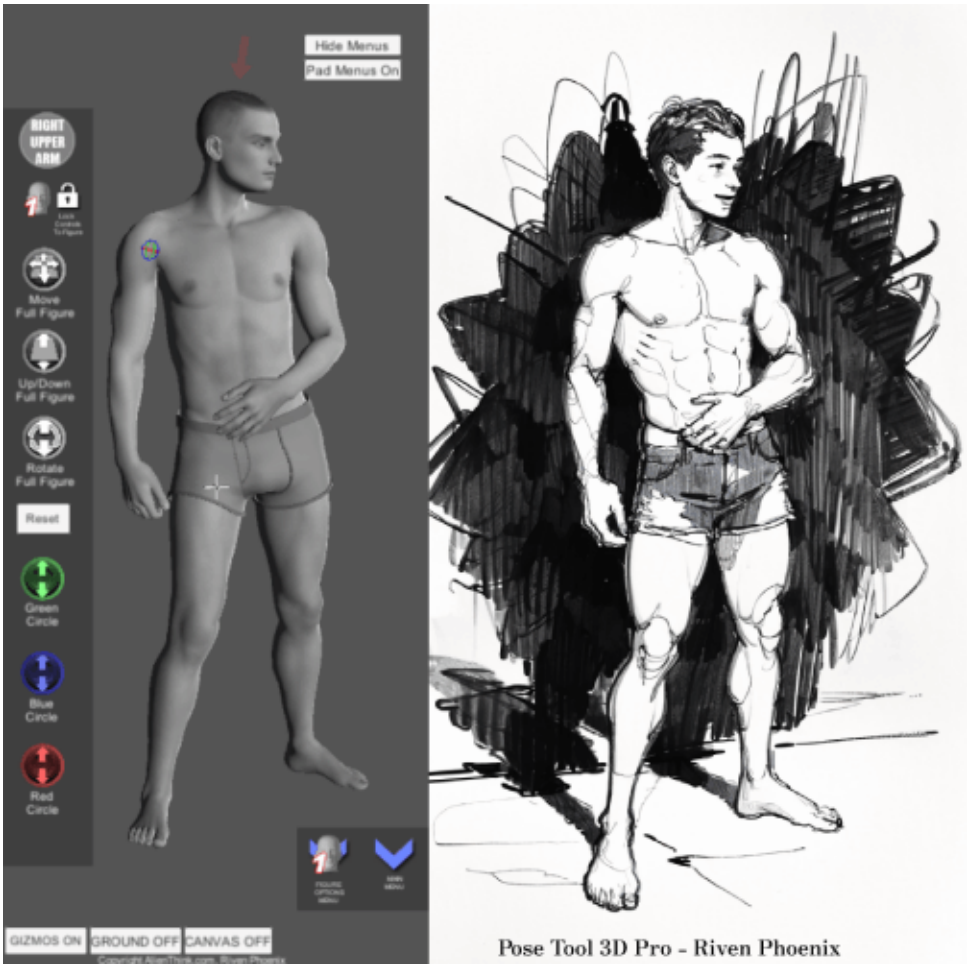

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